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#1 VIDEO GAME MAGAZINE

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A Summer Scorcher for SNES & Game Boy. Bonus!–Hot Pix From the Upcoming Movie!

Arcade Action!

Street Fighter II: Champion Edition Strategy Guide– Tons of Killer Moves! Plus Reviews & Previews.

Game Reviews!

SNES–Street Fighter II
Super Double Dragon
The Legend of Zelda
NCAA Basketball
Axelay • Clue

GENESIS–Taz-Mania
Bulls vs. Lakers
Krusty's Super Fun House
Lemmings • Arch Rivals

NES–Adventure Island III
Danny Sullivan's Indy Heat

Sega CD Line-up! Take a Spin Into the Future. See Pg. 44

An IDG Communications Publication
August 1992
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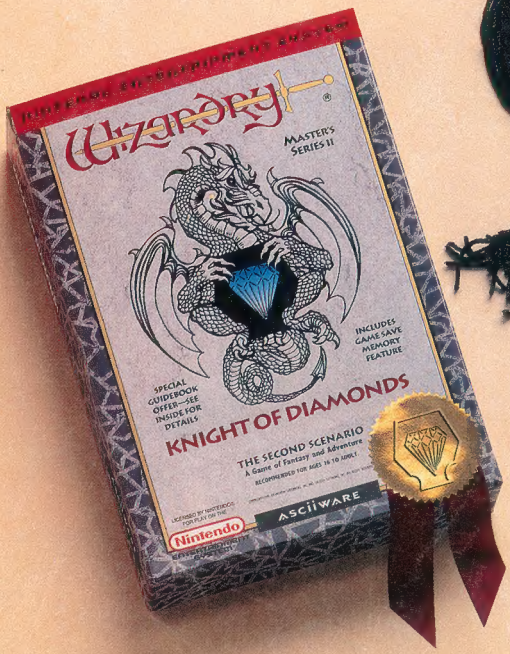

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This summer,
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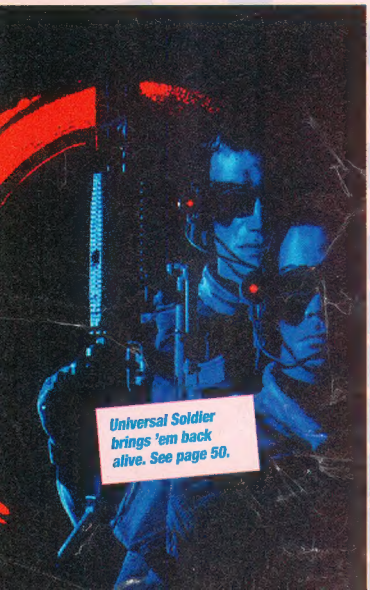

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On the action/adventure front, for NES and GameBoy, both Hook and Hudson Hawk will

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get your blood pumping.

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And in SmartBall you'll enter the wackiest worlds imaginable, as you change your shape and slip, slide, slither and ooze your way through steamy tropics and urban battlezones.

So check out these action-packed games from Sony Imagesoft.

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The Cool World of Video Games

By The GamePros

Last May, the Summer Consumer Electronics Show in Chicago opened its doors to the public for the first time ever. It was great to meet all you gamers (especially you card-carrying members of Team GamePro). If you were there, you saw a carload of cool carts and CDs due out soon. If you weren't able to blow into the Windy City, check out ProNews this issue.

If you prefer to save your quarters for a trip to the arcades, have we got a special feature for you! Hot at the Arcades crosses joysticks with Total Carnage by Midway, Air Rescue and F-1 Exhaust Note by Sega, and Relief Pitcher by Atari. If they don't grab ya', we've got the Street Fighter II: Champion Edition Survival Guide. It's definitely worth keeping in your pocket.

If you like to mix your game playing with movie watchin', check out Universal Soldier by Accolade. We reviewed the Game Boy cart and scoped out the SNES version. We even kicked and punched our way through the big screen version!

Accolade's a very busy place these days. So, we went On Location for Part 2 of our romp with Bubsy in "Claws Encounters of the Furred Kind." This month's Bubsy gets graphic.

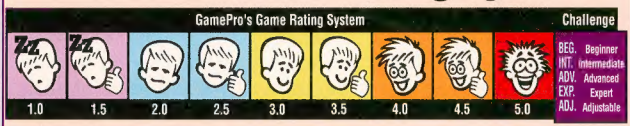
If you prefer close encounters of the Japanese kind, turn to Overseas ProSpects for an animalistic look at Shadow of the Beast out on the P.C. Engine SuperCD in Japan.

Okay, if you're really stuck on being at home, we've still got something in this issue for you. The totally excellent SNES fare includes Street Fighter II by Capcom, Super Double Dragon by Tradewest, The Legend of Zelda: A Link to the Past by Nintendo, Axelay by Konami, and NCAA Basketball by Nintendo. For the Genesis, you must see Taz-Mania by Sega, Bulls vs. Lakers by Electronic Arts, Krusty's Super Fun House by Flying Edge, and our Splatterhouse 2 GameBusters. If you dream of compact discs, home in on our special feature starring the Sega CD games to come.

The NES continues to hold its own. Check out Adventure Island III by Hudson Soft, Danny Sullivan's Indy Heat by Tradewest, Bee 52 by Camerica, and Panic Restaurant by Taito. If you favor the TurboGrafx-16, you can fly along with Falcon or chase flies with TV Sports Baseball. If you like to hold it in your hands, terminate the Terminator on the Game Gear, lurk with the Shadow of the Beast for the Lynx, and relive arcade memories with the Game Boy's Missile Command and Centipede by Accolade.

There's a big, wide, wonderful, world of video gaming out there, GamePros. Check it out!

GamePro's Game Rating System



Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the on-screen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **GamePro's Game Rating System:** 5.0=Outstanding! 4.0=Great job! 3.0=Good job! 2.0=O.K. but could be better. 1.0=Wake me up when it's over!

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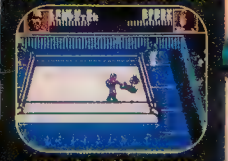

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How About Classic Strategies?

I really enjoyed the extensive strategy guide you published for Capcom's Street Fighter. Even though that particular guide was for a coin-op game, as an occasional gamer, I find this type of coverage extremely helpful. It prevents me from tossing a game out the window from sheer frustration. Have you ever considered doing extensive strategy guides for some older titles, such as Phantasy Star III or Solstice? I've yet to finish either of them, and I could really use some help.

Kevin Johnson, Santa Cruz, CA

(When we run a special feature, such as the "Street Fighter II Survival Guide" (see the March '92 issue), we choose a current game that's a "hot 'n' popular property" in the gaming world. So, if you're looking for extensive tips on older titles such as Phantasy Star III, check out our bi-monthly S.W.A.T.PRO magazine. S.W.A.T.PRO's designed especially to accommodate readers who are looking for mega tips and strategies on hot new titles, as well as some of the older classics. – Ed.)

Job Wanted: Video Games

I'm a high school sophomore and an avid video game fan. I'm seriously considering a career in the video game industry. Could you tell me what kinds of jobs are available in video gaming? Also, what kind of training/education is necessary to get those kinds of jobs? If you have any information or suggestions as to how I should proceed, I would be really appreciative.

Adam Rooney, Bend, OR

(The foremost factor in preparing for any occupation is a solid educational foundation, including language skills, math, social studies, art, music, etc. You might not think that a broad knowledge base really applies to working in the video game industry. However, it's surprising how many different skills are required to create a video game.

For instance, companies need artists to create graphics. They also need programmers to animate the graphics and convert the story to computer code. Then, they need marketing people to help promote the games. The list goes on.

We're currently running a multi-part series on the creation of a video game at Accolade. Following along with this special feature will help you gain a better understanding of what people at video game companies do. From there, it's up to you. Whether you choose to pursue computer science, art, or business, you can find a place in the industry. Another great way to get experience and meet people in the industry is to take a summer job as a game counselor for one of the licensees. Good luck! – Ed.)

Where Is the Master System?

I'm sure you've been asked this a million times before. However, I'm a recent subscriber to GamePro and I would really like to know why there isn't a scrap of Sega Master System coverage in your magazine? Has Sega completely forgotten about this system or are you treating it unfairly?

Jason Field, Davis, CA

(The official word from Sega is that they have every intention of continuing to support the Master System. Obviously, they are moving ahead with this plan at a rather leisurely pace. We can assure you that we will give maximum coverage to any new games we can get our hands on! – Ed.)

Sega On-Line?

Rumors about the Sega Telegenesis keep surfacing. One month I hear it's a go, the next it's a definite NO! Please, please, please can you help me separate fact from fiction?

Omar Sultan, Kennett Square, PA

(To date, Sega stands firm with their decision not to bring the Telegenesis from Japan to the U.S. However, here's some interesting news which may help to ease your Telegenesisitis.

A company called Interactive Network has recently announced plans to release, in conjunction with Sega of America, an on-line gaming system that enables gamers to compete against each other long distance.

Gaming takes place via FM radio signals and the technology of IN hardware, which is wireless and looks similar to a small laptop with a retractable keyboard and small monochrome screen. Once gamers access the network, they can begin competing immediately. When finished, gamers have the option of sending in their scores for prizes via the built-in modem. For more info, see The Cutting Edge, page 14– Ed.)

Sign Me Up

I've noticed that you've recently started running the "Team GamePro" page, where readers send in their photos, secret gaming tips, and mini-game reviews for publication. I'd love to participate. How can I join Team GamePro?

Peter Steinfeld, Los Altos, CA

(We thought it would be fun to get to know our readers a little better. So, a little over a year ago, we created the Team GamePro project. Readers were asked to send in a profile describing themselves, their favorite games, what systems they owned, etc. From the thousands of applications we received, we pared it down to 250, thus creating Team GamePro. Although it's been a long, slow process, we began sending out a variety of projects (such as a "Top Ten" ballot). You've seen the results on our new monthly Team GamePro page.

At the moment, we aren't looking for any new team members. However, after the first of next year, we will probably put out another call for applications. – Ed.)

Correction

(In the June 1992 issue of GamePro, we incorrectly identified Electro Brain's NES cart, Stanley: The Search for Dr. Livingston as a product by the SOFEL Corp. We would like to apologize to Electro Brain, SOFEL, and our readers for this oversight. – Ed.)

So, Tell Us What You Think.

This is your magazine so tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to:

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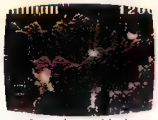
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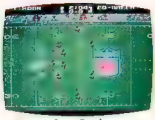
Super Bowl

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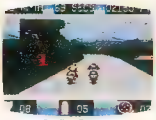
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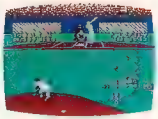
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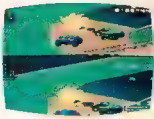
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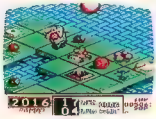
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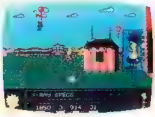
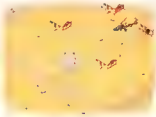

Bart vs. The Space Mutants

Contra III

Darkwing Duck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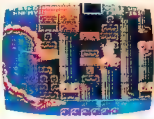
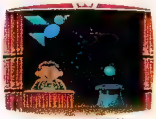

Castlevania IV

Waialae Country Club

Where's Waldo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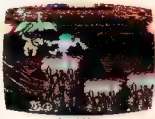
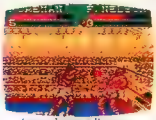
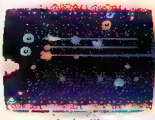

Joe & Mac

Olympic Gold

Monopoly


George Foreman Boxing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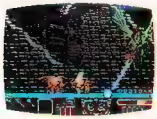
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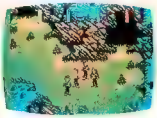
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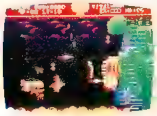
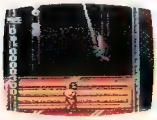
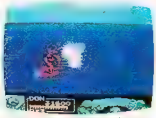
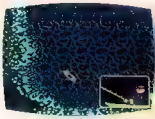

Steel Empire

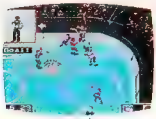
Home Alone


Amazing Spiderman


Teenage Mutant Ninja Turtles III

Roundball


King salmon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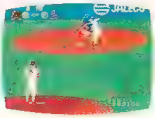
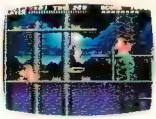
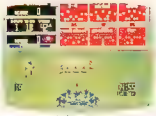

Super Bases Loaded


Act Raiser

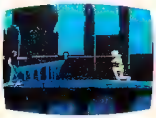

Madden 92

Barnac

NBA All-Star Challenge 2

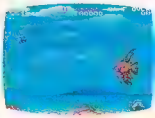
Leaderboard Golf

Where in Time is Carmen SanDiego?


Out Of This World

Pit Fighter

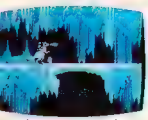
Rival Turf


Darius Twin

Suddenly, the place with the games everyone wants is Sears.

Go figure.

©1992 Sears, Roebuck and Co. FunTronics in most larger Sears stores.


The Empire Strikes Back

Earth Defense Force

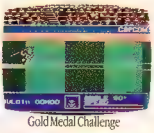
Paperboy 2

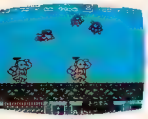
Paperboy 2 (NES)

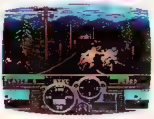
Street Fighter II

Jordan vs Bird

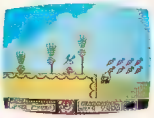
Top Gear


Gold Medal Challenge


Mystical Ninja


Road Rash

Sesame Street Countdown

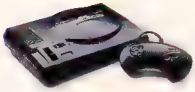

Tiny Toons

Jack Nicklaus Golf

Gargoyle's Quest

Krusty's Fun House

Ferrari Grand Prix



Overnight, it seems, there's a place for video games like no other. It's called FunTronics, the new game department at Sears.

FunTronics is designed to have all the games you're looking for in stock. Incredible 16-bit games. By the dozens.

It has both Sega Genesis and Super Nintendo Entertainment Systems. Along with Game Boy, Game Gear and every accessory you could imagine.

Not to mention the game stations where you're invited to get the feel of the hottest games available.

So come to FunTronics. The one place you can figure on having exactly what you're looking for.

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SEARS FUNTRONICS

CUTTING EDGE

Interactive Network Plays TV

By Slasher Quan

Interactive Network (IN) turns TV-watching into TV-playing. The Mountain View, California-based company tunes in tomorrow's telegaming technology that enables users to interact in real time with their favorite television shows, televised sporting events, and video games.

IN Control

Similar to a cable service, Interactive Network operates on a subscription basis. The start-up fee is $200, which buys a sleek, black Control Unit. This hand-held console is about half the size of a laptop computer. It's armed and ready to play with a good-size, 320-character, monochrome screen; 12 function keys; an input bar; a retractable keyboard; and a rechargeable battery. The monthly subscription rate is $15 for solo play or $35 for full-blown competitive interaction.

Once you join, IN headquarters broadcasts game information over FM radio waves and the Public Broadcasting Service. The two signals team-up to bring IN to your home. FM waves are more versatile, so they help make the Control Unit portable. The PBS signal is stronger. The Control Unit receives either or both frequencies, then decodes and translates the data into on-screen game play.

Competition Connections

In the higher-stakes, higher-thrills, competition mode, users connect a phone cord to the Control Unit's modem jack after each contest. A toll-free, eight second call transmits the score to Interactive Network HQ. Results are broadcast moments later, and winners earn credits to buy prizes from a company catalog. Top players can compete in tournaments for trips to Hawaii, the Super Bowl, and the World Series!

Game TV!

Interactive Network's TV games are on the air now for San Francisco Bay Area residents. Whether you're a game show junkie, a sports standby, or a drama die-hard, you can choose from a wide selection of programming. Each show's content determines the complexity and nature of the interaction.

For example, Wheel of Fortune whizzes can guess letters, buy vowels, and solve the puzzle right along with the contestants. Fanatic fans get baseball, basketball, football, and ice hockey games. As manager, users shift lineups and call the outcome of plays. In "Murder She Wrote," sleuths must outguess Jessica Fletcher. At-home L.A. Lawyers predict verdicts before the real legal eagles. News programs, including Donahue, 60 Minutes, and NBC Nightly News, provide forums for IN viewer surveys.

IN also offers standalone games. Square Deal, Maze Runner, IN A Word, Fast Facts, and Word Sleuth are based on classic puzzle genres, such as hangman, trivia, and poker. Fresh contests are broadcast every half-hour to supplement the TV games.

Sega Gets IN

Video gamers will also be into IN. Sega of America and Interactive Network are jointly developing a Genesis-compatible Control Unit for a '93 release. The unit attaches to the Genesis system and interacts with existing software and the new IN-specific games, as well. The original Sonic The Hedgehog will make connections with the Network, as will an IN-enhanced, special-edition, Sonic cart. Competition details are sketchy for now, but they could include level and boss variables to randomize game play.

Future Interaction

Interactive Network's plan to venture forth into a brave, new, interactive gaming world is ambitious. The company plans to put Control Units into millions of couch potatoes' hands, to the tune of 40% of U.S. families in ten years.

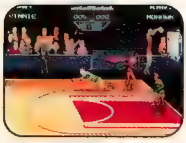
In preparation for next year's nationwide launch, Interactive Network's pointing its signal at even more games and TV shows. IN's also considering cable program introductions, such as the new, 24-hour-a-day game show channels. Other services under development include home banking, interactive advertising, ticket sales, real-time information, and, of course, competitive video games.

For more information, call IN's Member Services department at (800) 468-8199.

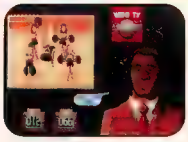
BASKET-BRAWL!

IT'S A SLAM DUNK!

ARCADE ACTION AT HOME!



GET READY FOR AN ALL-OUT BASKET*BRAWL*.



DON'T MISS *THIS* HALF-TIME SHOW.

NO FOULS! KNOCK YOUR OPPONENT'S BLOCK OFF!

Arch Rivals®: The Arcade Game brings all its hard-hitting, slam-dunking "in your face" arcade action into your home! This is basketball where breaking the rules is part of the rules! If you can't block a shot - knock your opponents block off! But you still need real B-ball skills like passing, shooting, slam dunks, 3-pointers and more! Arch Rivals isn't just basketball...it's a basketBRAWL!

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We're giving away one Super Nintendo System a week from July 1 thru August 30th in the Hot Tips Hotline Summer SNES Giveaway! And every 100th caller to the Hotline will receive a special edition poster.

You are automatically entered in the contest each time you call the Hot Tips Hotline. Or, print your name, address, age and phone number on a 3 X 5 card and send it to:

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P.O. Box 3329, Redwood City, CA 94064.

Rules

Winners are selected on a random basis. Winners who enter by phone will be instructed on how to claim their prize by mail. Winning mail-in entries will be notified by GamePro. Chances of winning are determined by total number of valid entries received. Contest ends August 30, 1992. Only valid in the U.S.A. Void where prohibited. GamePro reserves the right to cancel this contest at any time with appropriate notice. Winners names and prize information may be used by GamePro for promotional or advertising purposes without further compensation.

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5ANA6

HOT AT THE ARCADES SPECIAL!

INSERT COINS!

By Hack 'n' Slash

Whoooooa! Hot at the Arcades finally gets its own sizzlin' special feature! It looks like GamePros everywhere have been jamming quarters and tokens into coin-ops like crazy. We thank you for your support with Pro Reviews, an awesome Street Fighter II Champion Edition survival guide, and some sneaky Previews.

Total Carnage
(Midway)

The creators of Smash TV have followed up their video mega-hit with another one- or two-player, all-action slugfest! The War of 1999 against the country of Kookistan has ended. However, vast numbers of reporters and civilians are still missing inside the War Zone.

The President has dispatched Capt. Carnage and Major Mayhem to rescue all the hostages held by the evil General Akhboob, who is reported to be creating disgusting mutant life forms and new weaponry within his secret inner sanctum.

Swirling warp disks, secret codes, a full arsenal of bombs, air-to-surface missiles, detailed maps, and various power-ups help players get through three major battlefields. The multi-scrolling, overhead action follows the heroes as they try to avoid land mines, flamethrowers, toxic slime, runaway jeeps, nuclear time bombs, and legions of mindless zombies out for blood! Immense Bosses, that make Smash TV's Mutoid Man look like a Keebler Elf, lurk at the end of each level!

PROTIP: In two-player games, cluster the two players and move as a single unit. Cover each other's backs against oncoming enemies and obstacles.

PROTIP: At the start, soften up the Bosses with several Air-to-Surface Missile Strikes.

Total Carnage's Smash TV lineage is readily apparent. In addition to similar graphics and game play, the game features the same dual, multi-directional, move-and-fire joystick controls that everyone loved about Smash TV. But believe it or not, Total Carnage features even more guts, gore, and action than its predecessor!

PROTIP: You must collect at least 220 keys to enter General Akhboob's Pleasure Dome.

Total Carnage is total mayhem! A sensory overload of nonstop frenetic action, awesome graphics, and pulse-pounding music and sound effects. Although this game may seem like senseless chaos, only true gamers with lightning fast reflexes and focused concentration can make it through to the end. Total Carnage is total fun!

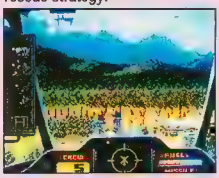
Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.5	5.0	ADV. Advanced

Air Rescue
(Sega)

Air Rescue is a hellacious helicopter coin-op where you fly five missions behind enemy lines to rescue prisoners of war (P.O.W.s). Make your guys safe and the enemy sorry.

You cruise from a pilot's eye view into knockout graphics, thanks to Sega's System 32

arcade CPU. The game's hefty 32-bit power plant paints panoramic 3-D scenery across the 26" game monitors and zooms graphics straight into your cockpit. Shaky flying makes terrain fly at your windshield, and happy P.O.W.s run right up to your face. In two-player games, you can see your bud on-screen. A simple, but effective, overhead radar map helps you plan your rescue strategy.



The sounds are standard issue blast-to-the last effects. Rescued P.O.W.s voice a polite, but repetitious, "Thank you," after you land.

PROTIP: Land as close as you can to P.O.W.s, directly on top of them if possible.

The helicopter controls are simple and effective. Whipping the flight stick around swivels your seat with corresponding movement displayed on-screen. A one-handed trigger and thumb-switch array activates machine guns (with unlimited ammo) and missiles.

PROTIP: In two-player games, one pilot should cover the other's tail during pickups.

PROTIP: When you land, you can still spray a 360 degree area with fire power.

The fighting gets hairy, but coin-op air combat vets should be able to outlast the blistering enemy fire. Choppers, armored personnel carriers, and tanks try to blast you out of the sky. Your primary concern should

Continued on Page 20

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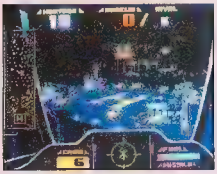

be to watch your gas gauge and to make sure you pick up all the P.O.W.s.

Air Rescue's easy to fly, and it puts up a good fight . If you're in line for coin-op chopper duty, it's Air Rescue to the rescue.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT. Intermediate

Relief Pitcher

(Atari)

Relief Pitcher is more than just another day at the arcade ballpark. It steps up to the plate with great baseball features and awesome graphics.

You can play ball against the computer or go head-to-head with a friend in either a 7-game series or one 9-inning game. Choose from four different teams and five different ballparks. Reflecting current capitalistic trends in modern baseball, players start off with a

minimum salary and earn bonus dollars for outstanding plays. The more money your players earn, the better they play!

Relief Pitcher features one multi-directional joystick and a unique "cluster" button, subdivided into three sections. Each section controls a different aspect of pitching and batting. The button's designed to give players ultimate control and secrecy in their moves. When pitching, select fastballs, curveballs, sinkers, knuckleballs, screwballs, or rising fastballs.

You can also arbitrarily vary your ball speed by throwing hard, regular, or off-speed pitches. Batters can aim their hits by choosing to either swing, bunt, or "go for it" with a home run stroke! In addition to the usual fielding plays, fielders can hit the cutoff man and rundown overaggressive base runners!

PROTIP: Heed the third base coach's play calling. He knows what he's talking about!

PROTIP: Bunting towards third base is safest.

Relief Pitcher's graphics are beautifully rendered. The fluid animation and fast-scaling action is seen from a third-person perspective, behind home plate. Characters are large and clear, and no shortcuts were taken in creating the backgrounds and playing fields. The "baseball reality" in this game is definitely believable.

Although it doesn't reinvent Abner Doubleday's favorite creation, Relief Pitcher is a well-crafted arcade baseball game worth taking a swing at. Jack Buck's digitized play calling adds an authentic touch to the proceedings. Your only dilemma will be deciding whether to play it or just watch it!

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.0	4.5	INT. Intermediate

F1 Exhaust Note

(Sega)

Sega's back on the arcade track. Unlike Monaco GP, F1 Exhaust Note doesn't focus on real-deal tracks and picture postcard European locales. Instead, it puts the pedal to the metal for full-out, white-knuckle, race drivin'!

You try to tame this wild ride by wheeling around the track from a behind-the-car perspective. You can monitor the competition (ideally) with a rear view mirror that spans the top quarter of the 25" monitor. Your only control decisions are between an automatic or a manual transmission.

PROTIP: Swerving off the track doesn't slow you down much, so don't panic when it happens.

Arcade racing afficionados should have a blast running this circuit. The courses are quick, if familiar. You race in a sixteen car field, and the track gets crowded – unless you're stuck at the back of the pack. Of course, ego maniacs will want to finish number one. Most drivers, however, will have their hands full just aiming for extended driving time by moving up through the pack.

Exhaust Note's hardware really makes the game jump. Sega's System 32 brain paints championship graphics, including cool digitized people and hardware shots. However, you'll be so busy trying to stay on the road that you won't

have time to admire the scenery. A couple of Yamaha Active Servo speakers mounted at ear level in the back of your seat really pump you up with live stereo sounds and music that rocks big time.

PROTIP: Pass your rival by knocking him off the course.

The racing game will totally grab you. Race a buddy for good time kicks. The game maxes your adrenaline level and makes you sweat. F1 Exhaust Note earns the arcade pole position.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.5	5.0	INT. Intermediate

Continued on Page 22.

CYBER·COP

ARE YOU TOUGH ENOUGH TO TAKE ON THE CORPORATION

The Universal Cybernetics Corporation's got a huge PR problem.

Seems some morbid folks are calling the new domestic robot they've designed "THE RIPPER" due to a nasty little defect - this robot likes to kill.

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Translated from the number one European hit **CORPORATION**, you're the CYBERCOP who's been chosen by the government to crack the complex security system of the UCC. Your mission: confiscate the mutant robot they've designed as the ultimate weapon.

Just remember CYBERCOP - you're completely on your own. Of course, you'll arm yourself with a whole arsenal of fire power – everything from hologram projectors to infra-red image intensifiers.

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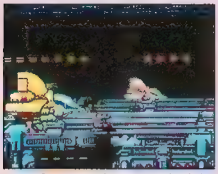
NOT at the ARCADES:

Coin-Op Previews

Here's a sneak peek at some hot, token-takin' action itchin' to burn up your local arcades. Stay tuned for full-blown reviews of these and other games in future installments of Hot at the Arcades!

Andro Dunos (SNK)

Okay, Neo Geo space cadets, here's one for you. You pilot your space fighter against an awesome extraterrestrial



megaforce, and some colorful scenery, too. Grab every weapon you find and build up massive fire power in order to blast through this far-out, simultaneous two-player, horizontally scrolling, space shooter. Be prepared to encounter the unencountered through a galaxy of treacherous war zones.

G.I. Joe (Konami)

Yo, Joe! The evil organization, COBRA, is back with devious plans for world domination. The fate of our planet rests on the shoulders of you and up to three of your friends in this first-person perspective shooter. Choose from among G.I. Joe team members Duke, Road Block, Scarlett, or Snake-Eyes as they take on wave after wave of COBRA goons. Do you have what it takes (in addition to two tokens) to be a "real American hero?"

Guardians of the Hood (Atari)

This one- to three-player beat-em-up features awesome digitized graphics, just like the classic Pit-Fighter. Street gangs have taken over Center City, and it's up to you and your friends to win it back. Each gang boss you defeat becomes another character you can play. Master over 35 different moves, plus each character's unique "Power Move," as you battle your way to the final confrontation with the mysterious "Mr. Big!"

Knights of the Round (Capcom)

The legend of King Arthur and the Knights of the Round Table come to life in this action-packed, one- to three-player, side-scrolling, fight extravaganza! Choose among King Arthur, Sir Lancelot, or Percival and

use each character's unique weaponry and fighting abilities. Large sprites, beautifully rendered graphics, and a unique theme makes this game a must-play!

to the final showdown with the Kingpin of Crime! Massive weaponry, huge explosions, and lots of blood 'n' guts are the norm in this intense two-player, side-scrolling fighter!

INSERT COINS!

Ninja Commando (SNK)

Get back to hack-'n'-slash basics with ancient Neo Geo Ninjitsu secrets. Use your video martial arts knowledge and numerous weapons to beat your way through this simultaneous two-player fight. Pick up power-ups and deadly Ninja gear to survive this awesome-looking, vertically scrolling, combat adventure. This game may even be too tough for Turtles!

The Punisher (Capcom)

Marvel Comics' most popular vigilante hits the arcades in a full-scale, blowout, action-packed fighter. Play solo or join forces with Nick Fury, another Marvel hero, and punch, kick, and blast your way through treacherous levels on the way

Continued on Page 24

View Point (SNK)

View Point brings a familiar point of view back to outer space shooters. You fly your Neo Geo star fighter via a ¾, diagonally scrolling perspective. Shades of Zaxxon! In this simultaneous two-player, outer space shooter, you rocket against several awesome-looking space fortresses, take on a fleet of motherships, and blast the stars out of weird space creatures. Remember, in the arcades, everyone can hear you scream!

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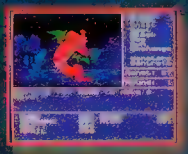

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Street Fighter II: Champion Edition Survival Guide

By
Slasher Quan and Dr. Dave

Last year's monster martial arts arcade hit is back. This time around it's meaner, faster, and better than ever – Street Fighter II: Champion Edition! You mastered the Street Fighter II basics with GamePro's March '92 Survival Guide. Now make your move for the top with these never-before-seen, head-banging, Champion Edition techniques.

Key to Commands

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.

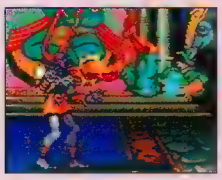
M. Bison

Slide Kick: Press Down plus Roundhouse to slide low at the opponent.

Head Stomp: Charge Down. Then press Up plus, any kick button to land feetfirst on the enemy. Control Bison's direction as he flies through the air.

Four-Hit Combo: Use the Head Stomp, followed by a midair punch to the head. As you fly, Charge your Flaming Torpedo. When you land, throw a quick kick, then finish off the attack with your Torpedo. String these moves together for devastating damage!

Flaming Torpedo: Charge Back. Then press Towards plus any punch button to engulf Bison's body in energy and to knockout airborne opponents.



Scissor Knee: Charge Back for three seconds. Then press Towards plus any kick button.

Vega

Backflip: To cartwheel away from an enemy's attack, press Back twice rapidly.

Wall Climb: Charge Down. Then press either Up-Diagonal plus any kick to spring off the wall. Now land and strike with a claw or Fierce backbreaker.

Air Slam Combo: Charge your Wall Climb. Smack your opponent with a punch, then climb and Air Slam the enemy.

Tumbling Claw: Charge Back. Then press Towards plus any punch button to spring forward with an extended claw!

Balrog

Turn Punch: Charge all three punch buttons or all three kick buttons for one second. Release the buttons for a turnaround straight punch.

Dashing Punch: Charge Back. Then press Towards plus any punch to run forward with a big fist.

Dashing Uppercut: Charge Back. Then press Towards plus any kick to dash with an upper hand and nail jumping adversaries.

Multiple Punch: Charge your punch-button Turn Punch and your Dashing Uppercut simultaneously. Use the moves in sequence.

Headbutt Combo: Move close and press Fierce to use Balrog's headbutt while Charging your kick button Turn Punch. Let the Turn Punch fly when you disengage the headbutt.

Three-Hit Combo: While Charging your Dashing Punch, jump at the opponent and strike with any kick. When you land, immediately use a Short followed by the Dashing Punch for a punishing three-hit.

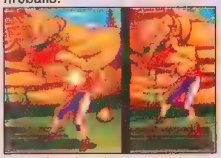
Sagat

Uppercut: Press Towards, Down, Down-Towards, and any punch button. Hit the enemy at close range, or at long range, to avoid a counter-strike.

Tiger Fireball: Press Down, Down-Towards, and Towards to begin Sagat's fireball move. Now push any punch for a high Tiger, or press any kick for a low Tiger.

Two-in-One: Midway through an uppercut or fireball motion, add an extra punch or kick for a double attack!

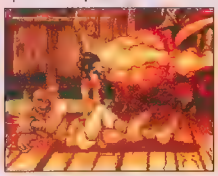
Tiger Knee: Press Back, Down-Back, Up-Towards, and any kick to leap forward with a devastating double knee. This move propels you over fireballs.



Knee Combo: Jump at an opponent with a kick. Land and throw a punch followed immediately by a Tiger Knee for four hits!

Dhalsim

Instant Spear/Torpedo: Jump Up. Then press Down plus Fierce or Roundhouse to immediately attack using your body as a spear or torpedo!



Slide Counter: To avoid most projectiles and flying body attacks, press Down plus Short. Then stand up, turn around, and nail the enemy with a kick!

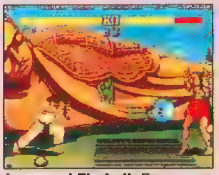
E. Honda

Triple-Hit Combo: Jump at an opponent with a Fierce punch. Land, use a standing Strong, and finish the move with a ducking Fierce.

Improved Rubber Arm: Tap any punch button to Charge the long arm of Honda. Then move forward while in mid-attack to trap the opponent.

Ryu

Improved Helicopter: Press Down, Down-Back, Back, and any kick to fly forward with an extra deadly spinning kick. Now one hit will knockdown the opponent!

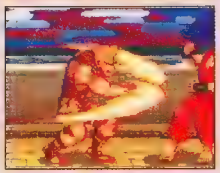


Improved Fireball: Press Down, Down-Towards, Towards, and any punch to throw faster-than-ever fireballs. Corner opponents on one side of the screen!

Two-in-One: Throw a Fierce punch during the Helicopter joystick motion for a double hit.

Guile

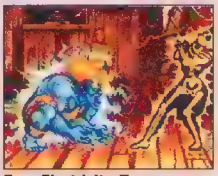
Flying Knee: Press Towards and Forward to leap at an opponent with an outstretched knee. Charge a Sonic Boom during this move for deadly results.



Four Fierce: While Charging a Sonic Boom in midair, jump at an opponent and Fierce chop him to the head. Land, use a Fierce uppercut, and then immediately press Towards plus Fierce to throw the Boom. Attack once more with a Fierce backfist for the fourth lethal hit!

Blanka

Improved Ball Attack: Charge Back. Then press Towards plus any punch for a rolling body attack. Blanka's Jab Ball now stops midway across the screen!



Easy Electricity: Tap any punch to Charge Blanka's Electricity during a jump or Ball and release it just when you land.

Zangief

Improved Spin Punch: Press all three buttons to use the Spin Punch. Then move forward to trap the opponent.

Improved Spinning Pile Driver: Rotate the joystick 360 degrees and press any punch button to grab the opponent from a great distance, even during a special move. You'll bounce away to safety.

Continued on Page 26

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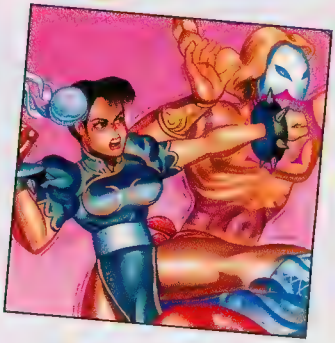

Chun Li

Improved Down Kick: Jump at an enemy. Then hold Down and rapidly tap Forward just as you land on him. You can score up to five hits!

Improved Lightning Leg: Leap at an opponent while Charging Chun Li's Lightning Leg by rapidly tapping any kick button. Land with the Leg and you'll damage the opponent, even if he blocks!

Ken

Improved Dragon Punch: Press Towards, Down, Down-Towards, and any punch to throw a quick uppercut that enables you to avoid fireballs. Use a Fierce Dragon for long range.

Dragon Combo: Stand close to the opponent and throw a standing punch. Immediately begin the Dragon motion, and in the middle, add another punch. The Dragon will double-hit for a total of four hits!

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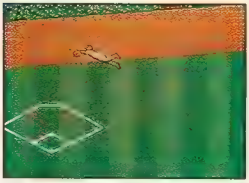

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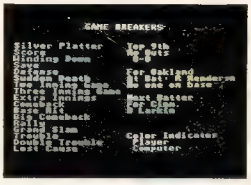

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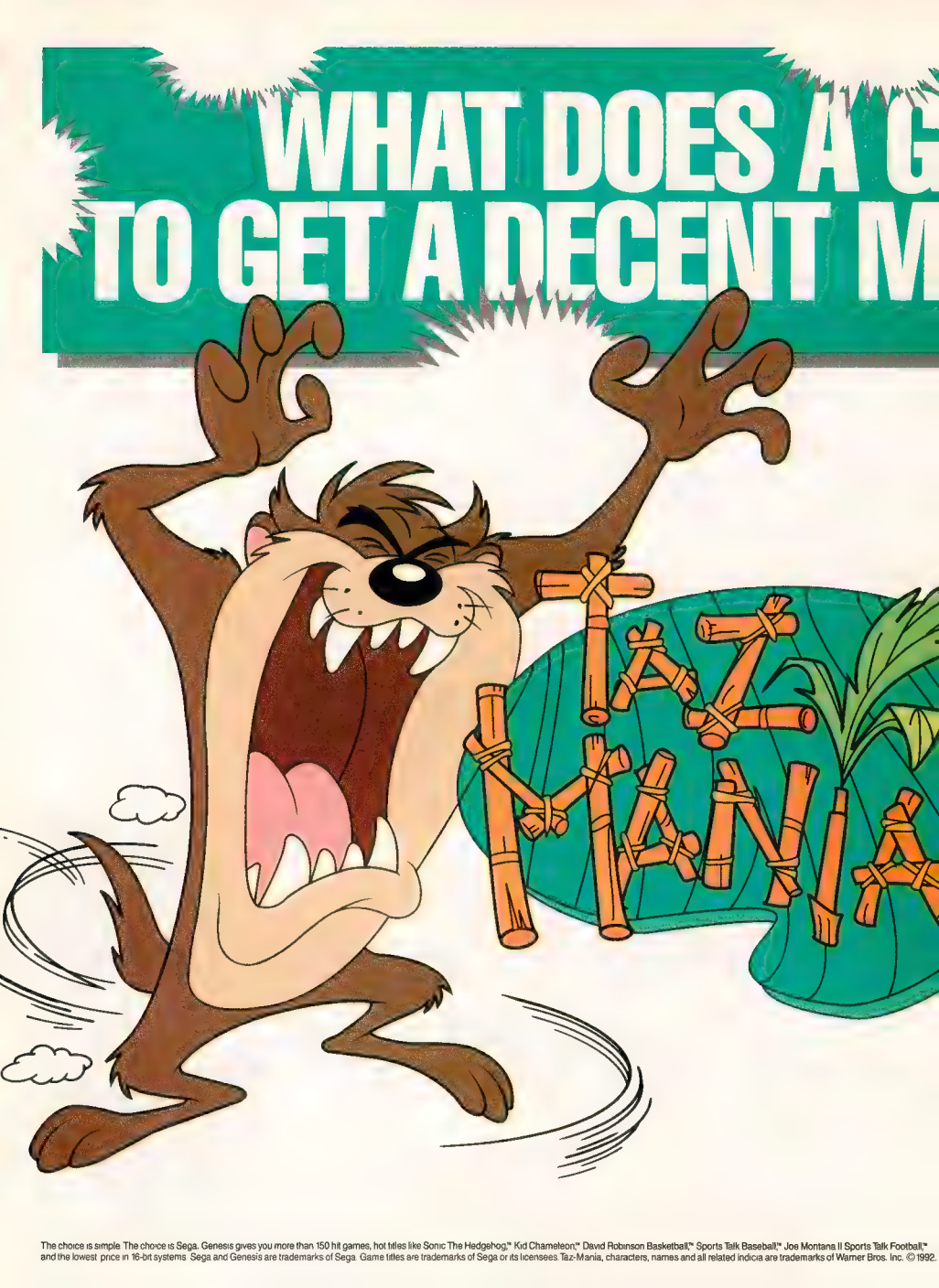

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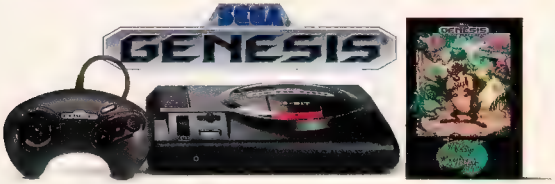

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Signs like this mean Taz is in big trouble.

NINTENDO PRO REVIEW

By Monty Haul

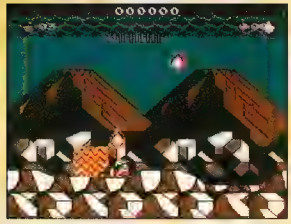
Hudson Soft's main master of disaster and island hoppin' homey, Master Higgins, has stamped his jungle jumpin' time card four times on three Nintendo game systems. Well, Adventure Island III puts the Master's retirement plans on hold once again. Jeannie Jungle is abducted by space mutants!

Jeannie gets "beamed up."

That's right, outer space creeps make off with Higgins' fave babe-a-licious companion. To save face and friend, the Master must plow through eight all-new, but still familiar, NES islands of adventure. Hudson's third Island installment follows the established format and doesn't stray in the slightest from the beaten path.

The Danger Zones

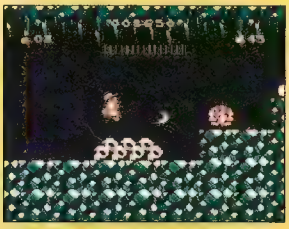
The space goons learn a lesson from the Master's old nemesis, the Witch Doctor, and set up a similar eight island obstacle course to confound Higgins. Our heroic jungle man hops through deserts, forests, waterfalls, volcanoes, caverns, and lakes in search of Jeannie J. The side-view levels are colorful but blocky looking. A few days in this paradise is a big dose of déjà vu. After a while, it all looks the same. Island II vets will also recognize the decent sounding, but recycled, jungle tunes.



PROTIP: Walk slowly forward in Island 8's volcano areas. Stand in the center of a lava shower to avoid being scorched.

Island Axetion

As always, Higgins' control is sweet and simple. His tried-and-true moves include running, jumping, ducking, swimming, and shooting. The Master's attacking arsenal is nearly unchanged from Adventure Island II. His primary weapons are an axe and a boomerang. He can also catch a ride aboard five varieties of friendly dinosaurs: Taylor flicks his tail, Magma breathes fire, Don-Don flies in the sky, Classie swims undersea, and a new steed, Poley, rolls and bowls over enemies. Higgins can also cruise the beaches on his trademark skateboard.



PROTIP: Toss boomerangs to knockout boulders. Don't try this stunt with an axe.

PROTIP: Roll Poley down hills to defeat gangs of island enemies.

A handy feature from the last Island is back in full force. Upon completing an area, Higgins can horde his weapons and dino buds for future use! This is especially helpful in the later, more lethal levels. The Master gets unlimited continues, and he keeps his full stock of items even when the game's over.

Higgins can stash his power tools.

PROTIP: Collect every piece of fruit in the bonus rounds. Clear the level and you'll receive a Crystal, which protects you from one hit.

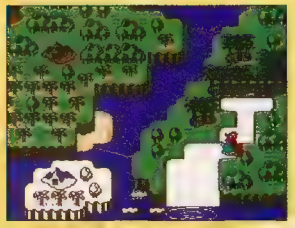
Adventure Island III

Egg-cellent Items

The Master's prehistoric pals aren't the only feature back from extinction. The ever popular egg items have also been reincarnated. Higgins must crack open the eggs to win prizes. In addition to weapons and dinosaurs, he'll find the Honey Girl for invincibility, a time stopper, and keys which lead to bonus rounds. More valuable hidden eggs can warp the Master past an entire island!

PROTIP: Hidden eggs absorb your shots. Throw axes or boomerangs everywhere to pinpoint their locations.

PROTIP: Leap directly on top of eggs to avoid knocking them into bottomless pits.

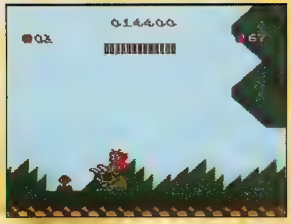


PROTIP: You'll find a pterodactyl warp on Island 2-3, the Ice Cave. Look for another warp on Island 5.

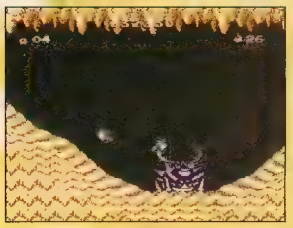
Higgins' lifeline is on automatic countdown, so he's in constant danger of keeling over due to malnutrition. Don't fret, the Master gets the pick of the fruit and vegetable crop. Bananas, berries, pineapples, milk, and even pork chops extend his strength, and 100 such collectable delectables translates into an extra life.

Tropical Terrorists

Like much of Adventure Island III, the jungle nasties are old hat for Higgins. He matches wits with uninspired, but ever-dangerous, creatures such as flying swordfish, springing octopuses, bats, fire-breathing snakes, and pig-headed warriors. The space mutants deposit a big, ugly, boss baddie at the end of each island.



PROTIP: Watch where you walk! This blue flower planted in the background indicates an enemy will ambush you from behind.



PROTIP: Duck on the left hillside and toss axes to sting Island 1's Scorpion boss.

Join the Club

Playing the latest NES Adventure Island game is like watching a new episode of "Gilligan's Island." You've never seen it before, but it still seems like a rerun. Adventure Island III is another massive, ultra-challenging, island-hopping addition to a classic series, but the game's structure and presentation are nearly identical to its forefathers'. The action's solid, but it's repetitive and familiar side-scrolling fare. The graphics and sounds are a grade or two below top-of-the-line NES carts, such as Super Mario Bros. 3.

Despite the predictable failings, Adventure Island III is a good choice for first-time Islanders and those itching to rescue Jeannie J. one more time. Like the earlier 8-bit entries, the third should induce a mild case of Island Fever.

Adventure Island III by Hudson Soft

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	3.5	Expert

Price not available
Available August '92
Action

One Player
Unlimited continues

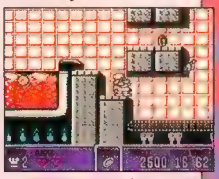
Panic Restaurant

By Kay Oss

If you've ever wanted to get back at your food, now's your chance. In Panic Restaurant, Taito's latest NES action cart, you can chase those calories away!

Food Fight

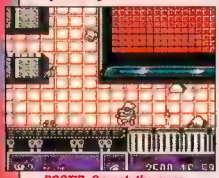
This side-scrolling, action/adventure keeps you hungry for more. The graphics are cute and clean, and the music isn't spoiled. You have to shake 'n' bake your way through a six course meal, that means six tough, food-fighting levels. It will take you awhile to reach dessert in this mega meal. Luckily, the endless continues keep you shovelin' it in.



PROTIP: Forgo the fork and the power-up in Stage 3. You'll need to keep the saucer to fight the Barbeque boss at the end of the level.

Protip: To beat the angry frying pan boss in the first level, stand to the far left of the screen. You'll be able to repeatedly clobber him on the head with your frying pan and he won't be able to harm you.

You play a stout Marioesque chef with standard moves (run, jump, hit, and duck). Your recipe to success is to fight your way through the dreaded Panic Restaurant on your way to fight the Ohdove boss. Armed with your heavy duty skillet, you must beat back a mob of angry food-on-the-move. Along with other delicacies, the pizzas are peeved, the baked chickens are running wild, the toast is "popping" mad, and the hotdogs are hot on your trail. You can pick up other whack-'em-up kitchen utensils along the way, such as Spoons, Forks, and Saucers. The Saucer's your best choice for long range food blasting. However, one hit is all it takes to lose any recently acquired weapon. Then it's back to the ol' frying pan.



PROTIP: Crunch the cups before venturing onto the burner. Be sure to time it just right or you're fried.

Bon Appetit

Panic Restaurant gives you that Thanksgiving Day feeling – you keeping wanting more even though you're stuffed. If you're hankerin' for a good meal deal, make a reservation at Panic Restaurant.

PROTIP: In the Fish Stage (Stage 4) after you've crossed the rooftop, keep to the far left of the first chimney. Wait till the lightning passes, then leap to the far right of the next chimney. Again, after the lightning passes, leap to the the next chimney and you're home free.

Panic Restaurant by Taito

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.5	ADV. Advanced

Price not available
2 megs
Available August '92

Action
One Player
Unlimited continues

Danny Sullivan's Indy Heat

By Otter Matic

Start your engines, motorheads! A great arcade racing game is set to scorch into your homes and make a pit stop at your NES. You'd better invite three of your friends over because it's going to take the whole crew to outrace the wizard of the wheel, Danny Sullivan.

Danny is tough to beat!

Hot Wheels

Make sure you're using a potholder when you slide Danny Sullivan's Indy Heat by Tradewest into your system. It just might burn your fingers! The overall game play, although simple, is outstanding, especially when played with two or more drivers (so dig out a Four Score or an NES Satellite). You race an entire season on the professional racing circuit, blazing through nine hot spots like Jersey, Michigan, Illinois, and Colorado. Danny Sullivan always drives the fifth car, and, as the cart's name implies, he's as hot as Indy 500 asphalt! Pit stops are required, so your crew better be quick if you want to stay in the race.

Here's a shot of the track with two flattened pit crews and a smoking car.

Danny kicks your tailpipe, but cash and point prizes are awarded to the drivers depending on how they place in each race. With the dough, you can wheel and deal for torrid turbos, treaded tires, quick crews, powerful engines, better brakes, and mo' better mileage.

PROTIP: Try to damage Danny's car right away by crashing into it from behind. This forces him to drive a long distance at a reduced speed to his pit.

PROTIP: Let Danny buy your goodies and add-ons for you. He knows what's best for your car, and for each race.

Danny's a smart shopper.

The controls for the game are simple. You can turn right, turn left, accelerate, and, if you own any, get a speed blast by pressing turbo.

PROTIP: If your pit flag shows up on the approach to your final lap, ignore it and turbo to the finish line.

Indy Heat's only downfall are the less-than-lively sound effects. If you turn down the sound and convince your friends to make their own racing sounds, you're sure to have a good time.

Jonesing for a Race

Although the sound gets tiring, Indy Heat is a killer game. It's fast and flammable fun.

Danny Sullivan's Indy Heat by Tradewest

Graphics	Sound	Control	FunFactor	Challenge
4.0	2.0	5.0	5.0	INT. Intermediate

Price not available
1 meg
Available Oct. '92

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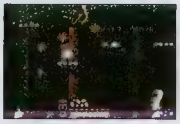
Noah's Ark

By Kay Oss

In this version of Noah's Ark, you're saving a few animals, dissing a few others, and rewriting this biblical tale.

Noah has to rescue one pair of animals from each of the seven different continents. Each continent has three sections of Mario-style, side-scrolling, hop 'n' bop game play. Although the graphics are well done, the not-so-new action doesn't do much to keep your interest afloat. All Noah has to do is make it from one end of the section to the other and destroy the giant pollywog boss. On the other hand, the game play is tough. A couple of hits from any critter sends Noah to his just reward.



PROTIP: Jump high in the sky to snag hidden power-ups.

PROTIP: Auto-scrolling means Noah's got to keep on his toes. If he gets caught between a rock and a hard place, he's done for.

Fortunately, Noah doesn't face this storm empty-handed. He gathers special weapons and powers as he attacks various undesirable animals, such as bugs and snakes. The Multi-way Shots, Arrows, Bouncing Bombs, and Zig-Zags give Noah plenty of ammo to clear a path to the end of any level. Feathers and Bones transform Noah into a flying or swimming creature, and a Stone Head makes him impervious to spikes.

If you're looking for fast-paced action on par with Teenage Mutant Ninja Turtles or Battletoads, Noah's Ark really sinks. Challenge-wise, however, this one's tough enough to take beginning and intermediate gamers more than 40 days and nights to finish – and that's the only rainbow at the end of this game!

PROTIP: Spikey cacti in North America make Noah's life tough. To jump over them, he's got to stand above them.

Noah's Ark by Matchbox

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.0	3.0	2.5	INT. Intermediate

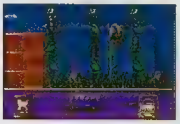
$49.95
4 megs
Available Sept. '92

Action
One Player
Level Select

Bee 52

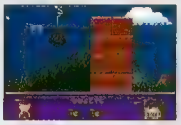
By Jinky the Monkey

Life's looking less than sweet for the Really Nice Honey distributor. All worker bees are injured, except for one, Bee 52. With just one able-winged worker left and lots of nectar to collect, it's time to get busy.



PROTIP: Take caution when flying at full speed. Spiders drop out of the sky very suddenly.

You'll have a blast donning the wings of this unlikely hero. Buzz your way through this fun and unusual side-scrolling shooting adventure by Camerica. It's you (or you and a friend) against the insect world, and you've only got three lives to cover a vast, graphically bright terrain. There are a total of 24 stages, which take Bee 52 through an extensive garden, a swamp, and a house. The task is to collect nectar and return it to the hive.



PROTIP: When caught in a spider web, launch into a sting attack while working your way down the web.

Camerica's done an impressive job recreating insect "bee-havior." Bee 52's capable of darting quickly in either direction, as well as hovering in a staggered slow-motion style.

A nasty stinger and a talent for spitting help Bee 52 defend against ambushes by dozens of garden variety pests, including grasshoppers, spiders, and swamp bugs.

By shooting down Pickup Carriers and collecting strategically placed icons, Bee 52 increases his fire and sting power, gains temporary invincibility, and more.

It may not be fast and frenzied, but this handsome shoot-em-up really delivers when it comes to graphics and game control. Overall, Bee 52 provides a fun, middle-of-the-hive challenge, which should give gamers a decent gaming buzz.

Bee 52 by Camerica

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.0	INT. Intermediate

Price not available
1 megs
Available now

Shooter
Two Players

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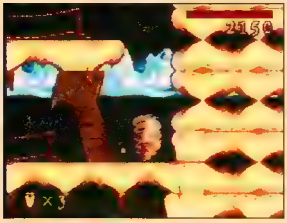
GENESIS PRO REVIEW

TAZ-MANIA™

By Abby Normal

He's loud. He has a wicked temper. He slobbers everywhere. He eats anything he can get his paws on, but you can't help but love him for every last obnoxious vice. Who is he? Hint: he's Bugs Bunny's favorite beast to burden with cruel tricks. The Tasmanian Devil – Taz for short – comes to 16-bit technicolor life thanks to Sega. This awesome looking adventure is entitled appropriately, Taz-Mania.

Word has it that a single seabird egg will feed a family of TD's for a long time. We all know how grouchy Tasmanian Devils get when they're hungry...which is always! In this crazy, one-player, action-packed game, Taz sets out to find the legendary Tasmanian Seabird's nest in order to snag an egg for his hungry family.

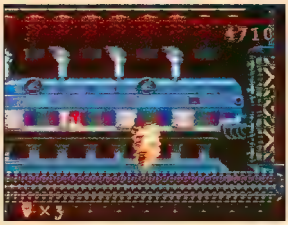


PROTIP: Spin through bombs to keep Taz from eating them.

A Loveable Beast

Taz-Mania has six stages – each with multiple parts. Taz hunts through the Badlands (a nuclear-esque wasteland), the Acme Factory, the Jungle, Iceland, a Mine, and the Taztec Ruins.

Each stage has its own set of bizzaro creatures and quirky (though cool) tunes. For example, in the Jungle, Taz comes face-to-face with grass-skirted, spear-chucking pink mice. Weirder still are the Rock Monsters he encounters in the Badlands. These creatures attempt to entrap Taz with their slimy tongues, which make an incredibly annoying guitarish twanging noise as they unfurl.



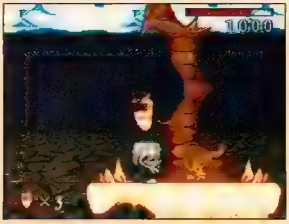
PROTIP: Spin past the furnaces in the Factory and Taz won't get burned.

Until Taz reaches the eggs, which isn't 'til the bitter end, it's more or less a game of survival. The more enemies Taz tackles and the more power and food items he collects, the better his chances are of staying healthy enough to beat the stage, the bosses and, ultimately, the cart.

PROTIP: Steer clear of these two switches in the Factory. Touching them can be an electrifying experience.

Appetite for Destruction

Taz's appetite makes him his own worst enemy. If it isn't too big or anchored down, Taz will slip it down his gullet. For instance, when Taz chows down on fire power items, such as Chili Peppers, it gives him dragon's breath that's guaranteed to incinerate any enemy. However, if he chomps on Bombs or No Weed, he gets a rip-roaring tummy ache, that can cost him a life if his life meter is running low!



PROTIP: Rock Monsters getting you down? Simply jump on their heads and use them as launching pads.

An Offering to the Gods

Options are a gamer's best friends and Taz has a lion's share to offer. The Jump, Spin, and Action button commands (which enable Taz to breathe fire and lift items) can be adjusted to correspond to any button sequence. There's also a practice mode that enables you to explore five different stages with minimal enemy pestering. In addition, there are two difficulty settings, Easy and Hard. Lastly, when the local hoodlums sap your life supply (three lives), you can tap into three continues.

PROTIP: When you reach the highest ledge in the third scene of the Badlands, head left and you'll find a tasty 1-up.

So, what good are options if the game control stinks?! Rest easy, Taz-

Taz attack!

masters, this devil won't let you down. Animated toothy snarls and impatient foot tapping are a part of Taz's graphic repertoire. However, as any Warner-watcher knows, the good-looking Tasmanian spin is Taz's forte, and it's more than just a whirlwind way to make fast tracks. Taz can use it to wipe out everything in his path. However, watch yourself when you launch into a spinning frenzy. At full speed, you scorch the dirt. Unless you know what's ahead, you probably won't be able to put the breaks on fast enough to save yourself from disaster, like flying off an unseen cliff!

PROTIP: Spin with care. Recklessness can cause you to blast important life-giving items into oblivion.

A Fine Furry Friend

A major thumbs up to Sega (and Warner Brothers) for a job well done. Taz-Mania rates an A+ for the crystal clear graphics and smooth animation alone. Taz truly looks as if he's stepped right out of a WB cartoon. More importantly, Taz-Mania has the fundamental elements that make a game worth its asking price: great game play, worthy challenge, and a good story line. The one thing Taz could use is an extra level or two. Perhaps a sequel could take care of that?!

Overall, Taz-Mania is a solid Genesis title that any Taz fan should seriously consider adding to his or her game library. It's devilishly good fun.

Taz-Mania by Sega

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	5.0	ADJ. Adjustable

$49.95
4 megs
Available July '92

Action
One Player

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Syd of Valis

By Feline Groovy

The Valis saga marches on! In this fun, thumb-numbing action/adventure by Renovation, you step into the shoes of a smaller, pudgier, cartoonier schoolgirl character named Syd. Syd must battle the devious forces of Rogles to save queen Valis from the evil Megas.

God Save the Queen

When Syd begins this graphically pleasing journey, she's armed with two bombs, a shooting sword, and great athletic abilities. Her jumping, somersaulting, ducking, and other various moves are a breeze to control. Aside from these assets, she has three backup lives and zero continues, which are needed to tackle the five multi-part stages. During her travels, Syd battles it out with dozens of fantasyland goons, along with midstage and end bosses.

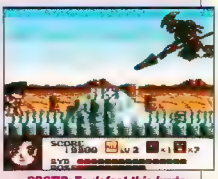
PROTIP: To wreck the Stage One boss, position yourself in the left corner and perform a jump/somersault. This gives you enough height and time to fire two shots at his face. Repeat this procedure 'til he's done for.

PROTIP: Don't jump onto this floating platform in Stage Three. Instead, jump off the ledge and you'll land on an offscreen walkway. From there, head right to find a 1-up.

Each time Syd defeats an end boss, she earns a suit of Armor and a more powerful sword, such as the Wide Beam sword. Syd can earn six different suits and swords. Via a select menu, she can combine different Armors with different swords for the best attack strategy. Additional enemy victories increase Syd's Hit Points, as well as the intensity of her Armor and weapon power.

Don't Judge a Book by Its Cover

Don't be fooled by Yuko's cute schoolgirl looks. She's a tough cookie and so's this game. The action is constant, but the lack of continues may halt you in your tracks. Nevertheless, this off-the-beaten-path Valis drama is easy on the eyes, a pleasure to control, and challenging, too. Valis fans and action game hackers alike won't have difficulty finding fun with this one.



PROTIP: To defeat this brute, use the Wide Beam sword in combination with the jump/somersault move.

Syd of Valis by Renovation

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	ADV. Advanced

$49.99
4 megs
Available now

Action
One Player

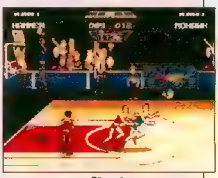
Arch Rivals

By Scary Larry

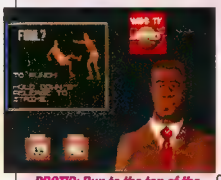
In Flying Edge's conversion of the arcade hit, Arch Rivals, no-foul basketball becomes a hard-hitting reality.

Take a Shot

Arch Rivals, the new two-on-two basketbrawl cart from Flying Edge, is a full-force basketball game with a punch (or two, or three...). Smooth shooting and accurate passing are as important as knocking the parquet out of opposing players. If there weren't a ball on the court, you'd swear you were in a boxing ring. Unfortunately, all the hit-and-run sparring leaves the game play a little weak. There are only a few basic moves, such as jumping, punching, lunging, passing, shooting. There are no super moves, which would have taken this game a level further. Graphics are O.K., but not outstanding. The characters are rendered with a lot of detail, but their animation is less than natural.



Slam!



PROTIP: Run to the top of the screen and punch out your first opponent, then run down and punch out the ball carrier. If your timing is right, you could score some easy two's.

If you like glory shots, this game will sock it to ya. You can make some incredibly difficult three-point baskets with ease. If you pick a top-gunner for your team, you should fry the other guys in no time. The game is fast and furious, so a small loss can quickly turn into a slaughter. Kiss that home court advantage goodbye, because in this game the crowd throws their hot dogs and sodas at your feet. It's a trip or triumph situation. Another obstacle to avoid is the nearsighted referee, who'll break up your fast break.

PROTIP: When a player yells, "I'm open," get him the ball and take your shot immediately. It's a sure score from wherever you are on the court.

Oof! Ungh! Ouch!

This game puts basketbrawling in your face (and stomach, and chest) and is more fun to play with two players. The computer teams are too easy to outsmart. There are no seasons, play-offs, or dream teams, and only four teams to choose from. But if you're into full contact basketball, this game is a must!

Arch Rivals by Flying Edge

Graphics	Sound	Control	FunFactor	Challenge
3.0	4.0	4.0	4.0	INT. Intermediate

$49.95
Available now
Sports/Beat-em-up

Two Players

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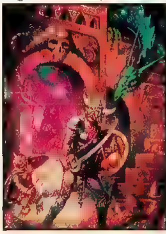

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'BULLS VS LAKERS' has real players, teams, and more signature moves Features all 1991 playoff teams plus the East and West All Stars Improved passing & defensive controls. New court graphics & active player indicator **$49**

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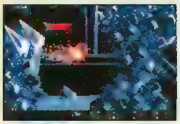
Lemmings

By Otter Matic

"Forward, March!" is the only command you might expect an adorable green-haired troop of Lemmings to obey. These ramblin' rodents, who star in Sunsoft's Lemmings for the Genesis, march aimlessly and habitually forward without any regard for the impending doom that awaits them.

PROTIP: Because solving a level often involves quick action at the outset, pause the game and survey the path to freedom. While pausing, you can also place your cross hairs on the Lemming you want to transform.

You must save these fuzzy fellers from themselves by forging a safe escape route for them. To cope with the synapse-splitting obstacles on each level, you assign special skills to individual lemmings, transforming them from Walkers (their natural state) into Climbers, Miners, Bashers, Floaters, Bombers, Blockers, and so on. There are 180 mind-boggling levels, each with its own catchy tune. Luckily, you receive passwords.



PROTIP: When you make a mistake and want to start at the beginning of a level, move your cursor to the nuke icon and press C twice or hold down Start and press C.

Lemmings is most fun as a two-player, split-screen match, where you try to save your Lemmings and impede your opponent's at the same time.

As in the SNES version of this game, there's a point-and-click interface. The Genesis version, however, lacks the option of warping around the map. The shading of the background illustrations is excellent, although there isn't much detail on the Lemmings themselves.

Nonetheless, Lemmings is a highly addicting game that calls for both wits and quick reactions. Try Lemmings and become the leader of the pack.

Lemmings by Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
2.5	4.0	3.5	4.5	ADJ. Adjustable

$49.95
8 megs
Available July '92

Puzzler
Two Players
Passwords

Ferrari Grand Prix Challenge

By Colorful Commentator

Formula One freaks who've blazed through Sega's all-time classic speedster, Super Monaco GP, crave another asphalt-scorching racing contest. Flying Edge's Ferrari Grand Prix Challenge won't satisfy that need, but it helps pass the time while you wait.

Ferrari's strength is a wealth of pre-race customization options. You can refit your car to pieces, and choose various Tires, Suspensions, Wings, Brakes, and Engines. Transmission types include four- and seven-speed, automatic and manual.

PROTIP: A high-revving engine is too fast for beginners. Work your way up the parts ladder.

One-or two-players hit the world-wide tracks in a Time Trial or Practice Race. One player can also go for the gusto in the tough 20-course Championship circuit. Good luck – the CPU drivers don't cut you any slack. You must cruise to victory in the Qualifying run to earn the pole position. Weather conditions impact the action, and you can chill in the pits between laps. Each win tallies points on the World Championship leader board and garners a password.

Despite some nice trappings, Ferrari trips on game play. The two-player, split-screen view is a great idea that fails in execution. The tiny squat car pressed against the warped, forward-looking view strains your eyes. The music's good listening, and the control is average. However, the graphically flat racing action doesn't come close to busting the adrenaline scale.

PROTIP: In a one-on-one situation, take the lead, then slam on your brakes to knock the other player out of contention.

Ferrari Grand Prix is a long trip with a few rewards. Overall, this cart gets the job done, but it could stand some retooling.

Ferrari Grand Prix Challenge by Flying Edge

Graphics	Sound	Control	FunFactor	Challenge
3.0	4.0	3.0	2.5	ADV. Advanced

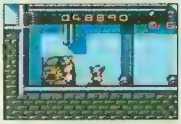
$49.95
Available now
Sports

Two Players
Passwords

Krusty's Fun House

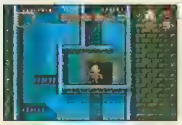
By Andromeda

Aye carumba! Krusty the Clown's Fun House has been invaded by a pack of vile vermin. In this one-player, puzzle/action cart from Flying Edge, Krusty, Bart, Homer, Sideshow Mel, and Corporal Punishment team up as the craziest extermination team on record.



Homer's having a field day zapping these rats.

As Krusty, your job is to trap the rats in the five sections of the Fun House. A section has up to 14 different rat-infested rooms, and you can't advance to the next section until you've cleared each room of rats and other obstacles. The early sections are easy, but the later sections will challenge intermediate gamers.



PROTIP: Watch for bonus areas packed with goodies, such as this one in the middle bottom room of Section 2.

PROTIP: You get a password at the end of each section. The password for Section 2 is WHOAMAMA.

Bart, or one of the other Simpson's characters, waits near a trap ready to squash or zap the offensive pests. But first, Krusty has to lure them to the trap. He does this by using different blocks, pipes, and other special items he finds to build a trail from the rats to the trap.

All of this work makes Krusty mighty hungry and tired – especially when snakes and other baddies whack him and wear him down. Fortunately, the Clownmeister can grab 1-ups, pick up Burgers and other fast food for extra life, and find assorted weapons (like Pies) to toss at his enemies.

Decent graphics give Krusty that Simpson's appeal, but you're gonna have to turn the tunes off! Although this cart's good for a few laughs, it isn't much of a challenge for advanced puzzle gamers. If you're in the mood for a little clowning around, Krusty's Fun House is for you.

Krusty's Fun House by Flying Edge

Graphics	Sound	Control	FunFactor	Challenge
4.0	2.5	4.0	3.5	INT. Intermediate

$49.95
8 megs
Available now

Puzzle/Action
One Player
Passwords

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SEGA CD SOFTWARE

The game's backgrounds feature Solar System views, but pay attention to your fighting.

BLACK HOLE ASSAULT

By Boogie Man

In Heavy Nova for the Genesis (see GamePro, March '92) space conquerers from the Akirov Star System invaded Earth. Hopefully, you've kicked their extraterrestrial behinds in that mech-style beat-em-up by now. However, the Akirovians have the major hots for our world, so they're back. They're meaner and more metallic than ever! Here's a preview of Bignet's Sega CD sequel, Black Hole Assault.

Metal Mania

The story begins a few years after Heavy Nova. The Heavy DOLLS (Defensive Offensive Lethal Liberators) are now called CAMs (Cybernetic Anthropomorphic Machines). They're set up in defensive positions everywhere on Earth. Yet, even they can't stand up to the Akirovians' murderous attack. However, as Earth's defenses begin to crumble, the location of the Akirovians base is discovered, and you're off to make a heavy metal mess of it.

As in Heavy Nova, Black Hole Assault features two regular game modes. This time, however, you get 10 stages of rabid robot-fu for one- or two-players. Once you fight Akirovian adversaries through two spaceships and the moonbase in Easy Mode, you blastoff for Normal Mode fighting action across four planets (Venus, Mars, Jupiter, and Saturn), three moons, and an asteroid. Bignet plans to speed-up the robot movements and add aerial fights to this sequel. You'll also have to keep a hard-wired eye out for field traps, such as magnetic storms on Mars, acid rain on Venus, and crushing gravity on Jupiter.

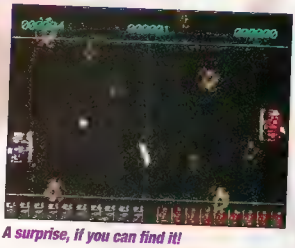
You face an Akirovian army that consists of 8 different types of CAMs. In two-player mode, you'll be able to select the type of robot you want to be.

Master the CPU's mech mayhem and you can take on your buds in the game's Tournament Mode. Set up matches for two to eight players, and save all your scores with the battery backup.

In the Hole

Black Hole Assault promises hard-nosed, hardware-bustin' action. What's it like to bump heads with a bunch of metal-skinned space nasties via CD? We can't wait to find out!

Black Hole Assault by Bignet
Sega CD Beat-Em-Up, Available Nov. '92



A surprise, if you can find it!

Use fists, feet, and missiles.

Heavy Nova vets will find new moves in Black Hole Assault.

It's cold out there!

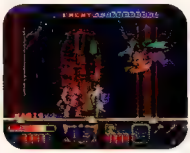
You'll face some weird-looking competition...and you'll look weird, too!

continued on p. 46

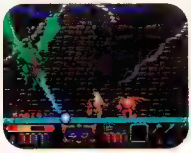
TAKE A STAB IN THE DARK.

But aim carefully. Or you'll never see the light of day. You and your Wizard, Knight, and Ninja allies must find the magic swords and slash through 50 floors infested with giant gryphons, three headed hydras and fire breathing dragons. Prove that nothing is mightier than your sword. Or, Drockmar Keep will be in eternal darkness. The sword fight of your life awaits at your store today.

When the serpent rises out of the slimey ooze, you've gotta slash him before he gets you.



Aim your sword toward the sky, or the Gryphon will get the jump on you.



Get your stabs in fast, 'cause the Green Dragon is faster than a bolt of lightning

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SEGA CD SOFTWARE

According to Sega of America, when the Sega CD and the JVC Wondermega launch this Fall, 20 CD games published by Sega, its third party licensees, and other companies will blastoff with it. Another 20 games will ship in Spring '93. Here are the games we know about so far and their current release dates (or year) where known.

SEGA CD SOFTWARE FAST FORWARD:

Sega of America

Some of Sega's new CDs will be enhanced cart games with multimedia refinements, such as dramatic visual effects, digitized voice, CD-quality music, and greater depth of play. These include Sonic The Hedgehog, Streets of Rage, and Chakan: The Forever Man.

Batman Returns (Fall '92)
Dark Wizard (Fall '92)
Joe Montana's NFL Football (Fall '92)
Night Trap (Fall '92)
Sherlock Holmes Consulting Detective (Fall '92, bundled with the CD System)
Switch (Fall '92)
Channel X ('93)
Cool World ('93)
Rise of the Dragon ('93)
Hammer ('93)
Looney Tunes ('93)
Sonic The Hedgehog 2 ('93)
Star Trek: The Next Generation ('93)
High School Hell ('93)
Wing Commander ('93)

The Sega CD...all it needs are the games!

JVC

Wonder Dog (Sept. '92)
Dungeon Master: Skull Deep (Dec. '92)
Young Indiana Jones (Jan. '93)
Super Star Wars (Feb. '93)
The Secret of Monkey Island (Feb. '93)
Dungeon Master: True Identity (Mar. '93)
Shadow of the Beast (Mar. '93)

Sierra On-Line

The Adventures of Willy Beamish (Sept. '92)
Mixed-Up Mother Goose (Sept. '92)
King's Quest V (Nov. '92)
Stellar 7 (Dec. '92)
Space Quest 4 (Dec. '92)
Police Quest 3 (Mar. '93)
Leisure Suit Larry ('93)

Sony/Imagesoft

Sewer Shark (Dec.'92)
Chuck Rock ('93)
Hook ('93)
Make Your Own Music Video ('93)

Tengen

Pit Fighter 2 (March '93)
RBI 4 (March '93)

Virgin

Terminator (Dec. '92)
Out of This World (Dec. '92)

Bignet

Black Hole Assault (Nov. '92)
Third World War ('93)

Flying Edge

Terminator 2 ('93)
WWF Wrestling ('93)

The Wondermega combines cart and CD playing in one sleek unit. See the July '92 issue of GamePro for details.

Cosmic Fantasy 2
Beyond Reality.
Beyond Imagination.
Beyond Belief.
An immense RPG only
for the Turbografx-CD.
Believe it.
TURBO GRAFX
WORKING DESIGNS
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GO FOR T

PRESENTS

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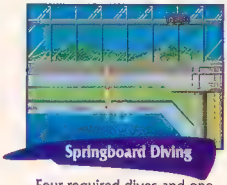
HE GOLD...

7 Olympic Games Events

Barcelona, 1992. It's the Olympic Summer Games, and your once in a lifetime chance to prove yourself in a world arena. You'll hear the crowd, feel the heat and experience the total rush of the ultimate competition. Break a world record. Smash an Olympic Games record. Or beat a friend. Here's the rundown:

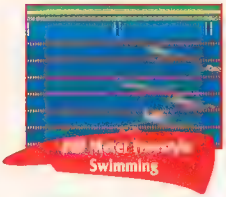
Trajectory, speed, angle of descent, you get the idea. Don't you wish you paid attention in physics?

The farther you pull the bow, the harder to hold your aim steady.

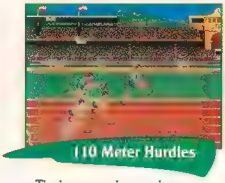


Four required dives and one you improvise. Scores based on difficulty, execution and entry into water.

The hardest event. Plant the pole and time your release to clear record heights.



Bang those turns but conserve your strength to sprint for the gold.



Timing your jumps is everything in this event.

You'll need a fast start and warp speed to have a shot at the gold.

Light the torch and let the Games begin . . . Fireworks will bring them to a close.

UNIVERSAL SO

GAME BOY PRO REVIEW

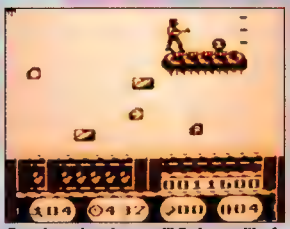
By Otter Matic

Universal Soldier puts you in a deadman's shoes. In the latest duel from Accolade's armory, you play the part of Luc Deveraux, who was killed in Vietnam and brought back to life with superhuman powers. You guessed it! He's a Universal Soldier! Luc's mission is to stop the terrorists of the Nineties while fending off his nemesis – another Universal Soldier named Sergeant Scott, who has a taste for Luc's blood

This side-scrolling action game is packed with 10 levels of play across four worlds, allowing for an incredibly expansive and sometimes confusing set of screens.

Keep on the lookout for the EyePiece Boss.

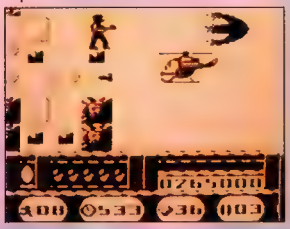
As you are chased by Scott and his band of renegade Universal Soldiers, you travel through the Vietnam jungle, Hoover Dam, a desert, and inside your enemy's underground headquarters.



Experienced explorers will find a wealth of power-ups and 1-ups.

Universal Weapons

To scour your way through these worlds, you are armed with laser guns, laser whips, power lines (two energy beams that destroy all enemies on the screen), mines, and super weapons (a combination of all available weapons firing at once). In addition to these weapons, Luc can turn into a high-speed, destructive blade called a Shirakin. While in Shirakin mode, you can press your fire button to release mines that explode after a few seconds.



PROTIP: Strengthen your weapons before confronting the helicopters.

PROTIP: Some passageways are too narrow to fit through and you must turn into a Shirakin to make it.

Big Worlds, Big Sound

The worlds in this game are so big that you could, if given the time, spend a good hour cruising through all of the nooks and crannies of any particular level. This makes the game more adventuresome, but it also makes finding the exits confusing. The seasoned game player shouldn't have much trouble finding the way out. The quality of the soundtrack blows other Game Boy carts away with loads of suspenseful tunes to add to the action.

The graphics are pretty cool, using several background levels for detail. Most impressive are the hulking bosses that would intimidate anyone but Luc Deveraux. There are three skill levels, and the game graciously offers level passwords. The controls are intuitive. The Status Indicator Display gives you a wealth of information at a glance: your current number of continues, lives, diamonds, and your score, energy, and remaining time.

Are You Tough Enough?

This cart really challenges the player, even at the lowest skill level. If you're ready to be all that you can be, check this cart out.

Universal Soldier by Accolade

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.0	4.0	ADV. Advanced

$29.95	Action
2 megs	One Player
Available Sept. '92	Level Passwords

SNES PREVIEW

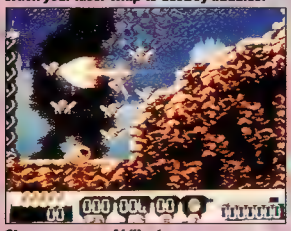
Don't worry your little bandoliers, 16-bit gamers, because those Damme exciting Universal Soldiers will soon be coming to your home in an Accolade cart for the SNES. This game follows the story line of the summer movie, and it's guaranteed to make you sweat bullets.

Big Boy

This game is similar to its Game Boy cousin. But as you would expect, its 11 levels and 2,000 screens offer beautiful full color action and much more detail. Each baddy has its own animated dying sequence. When you shoot a bee, it spins uncontrollably to the ground.

OLDIER

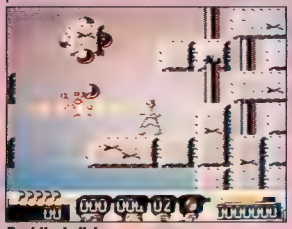
Crack your laser whip to destroy baddies.



Storm a swarm of killer bees.

Shots Heard 'Round the World

Let's talk sound. Forty pieces of music coupled with digitized voices and the sounds of weapons and explosions promise to make your neighbors call the police. The folks at Accolade really tapped into a seemingly limitless sound potential for the SNES with this one.



Bust the balls!

Keep a watchful eye out for this cart, because it's sure to explode out of the stores the minute it lands.

Universal Soldier by Accolade
Available Summer '92

This summer, two of the movie industry's biggest action stars burn up the big screen in a futuristic Frankenstein meets Terminator film, Universal Soldier. Jean-Claude Van Damme and Dolph Lundgren star in this sci-fi action

film as two dead Vietnam soldiers who are brought back to life using a new cell regeneration technology. After being given new life, these two are relieved of their past life memories, given a new identity and the mission as Universal Soldiers (Unisols). Unisols

were created to use their superhuman strength and barrage of weapons to protect the United States from terrorist attacks. But, as in the classic Frankenstein story, the Unisols don't necessarily follow the intentions of their creators.

Van Damme plays Luc Deveraux, a Unisol whose memories of his family and other aspects of his previous life are too strong to squelch. Sergeant Scott, played by Lundgren, is also a Unisol who regains his memory. Unfortunately for Luc, part of Sergeant Scott's memory includes a personal vendetta against Deveraux.

Scott, along with a number of other Unisols, chase Deveraux across the southwestern United States. To complicate matters further, reporter Veronica Roberts, played by Ally Walker, takes it upon herself to follow Deveraux. She intends to write the story of her life – an interview with a living, breathing, high-tech, weapon-toting Unisol. Luc must protect Veronica and himself from the other Unisols, which involves some of the most exciting action sequences and breathtaking stunts that have ever been filmed.

The double dose of action actors promises to make this film a summer scorcher!

Universal Soldier™ & © 1992 Carolco.

SUPER NES

PRO REVIEW

By Slasher Quan and Dr. Dave

Street Fighting fanatics, Slasher Quan and Dr. Dave, teamed up to tackle their favorite home-from-the-arcades game. Of course, they couldn't resist a little head-to-head competition as well. – Ed.

Ryu tightens his black belt. Guile laces his boots. Chun Li sashays into the arena. Blanka emits a blood-curdling growl. Twelve martial arts menaces prepare for the greatest world warrior brawl yet. At long last, it's the main event – Street Fighter II for the Super NES!

Show Time!

Somehow, Capcom's shrunk the block-busting, 58 megabit arcade game into a 16 meg Super NES cartridge with minimal sacrificing of graphics, sound, and game play. The SNES translation is nearly everything the coin-op was, and more! Believe it.

Built for Battle

For starters, you and a bud, or you and the computer, fight for the right to advance in the 12 entrant international tournament. Players choose from an identical assortment of eight fighting masters straight-out of the coin-op. The final four boss bruisers only appear in single-player mode.

Each character retains a massive arsenal of basic and advanced techniques. Utilizing three punch buttons and three kick buttons, you bust some fancy flying attacks, fire flaming missiles, and pull body-bashing throws. The most complicated maneuvers require multiple pad and button presses in sequence. Only a handful of minor moves are missing from this Super NES version.

PROTIP: SNES Street Fighter II's so close to the original, all your favorite tips and tactics from GamePro's March '92 arcade survival guide work without a hitch!

Fight It Your Way

For freedom of fighting, Street Fighter II dishes out tons of great options for customizing the game. You can designate which buttons access the various attacks, listen to a sound test, and adjust the computer's skill level. Bonus stages include car-trashing and brick-smashing sequences (the flaming drums and the rolling barrels from the arcade are gone).

Up against the wall.

By far the most unique option is the all-new Versus mode. You and a friend pick your fighters and the battleground scenery in a closed off arena built for two-player comfort. You can handicap the severity of each other's blows to even up the match. It even tallies your wins and losses to prove who's best.

Play with one fist tied behind your back.

PROTIP: Use combination attacks to dizzy your opponent twice in a row.

The Sights and Sounds of Combat

Living up to the coin-op, Street Fighter II's graphics sizzle! Minor visual changes include a few missing background characters, partially toned-down blood, the removal of risque Chun Li moves, and a slight drop in screen resolution. Otherwise, all the smooth action animations, the great multi-scrolling landscapes, and the beautiful color shading must be seen to be believed. Of course, no unnecessary slowdown!

An eye for an eye.

SF II music maniacs will get a jolt out of the new, re-scored soundtracks. Based on a Japanese CD collection of Street Fighter II tunes, the background selections have great sounding beats. The effects are at times less than arcade quality and some voices are missing, but they're still superb by home system standards.

Player's Choice

Street Fighter II is undisputably awesome, but read on for our personal ratings and tips!

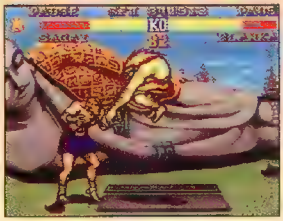
Street Fighter II
by Capcom U.S.A.

Price unavailable	Beat-em-up
16 megs	Two Player
Available July '92	Unlimited continues

By Slasher Quan

Street Fighter II strikes again! Almost everything's perfect in the Super NES version, and I'll be first in line this July.

The handicap option is a great idea that balanced my battle with Doctor Dave. The good Doctor owns an SF II coin-op and I'm just learning. So, I pumped up my



PROTIP: Leap at an opponent with Blanka's midair Fierce. Follow that with a standing Strong and a ducking Forward for a combo knockdown.

PROTIP: As Guile, jump towards the opponent with a Short knee while charging Down for a Flash Kick. Land, throw a ducking Jab, and then Flash.

power level. Still, his snatch-'em Zangief Spinning Pile Driver and Chun Li Down Kick drove me nuts! Not to worry, I got my licks in with Blanka's Bite and Ken's Short Kick combination move.

PROTIP: While using a Sumo Crush, charge Back for E. Honda's Sumo Missile. Implement the Missile just when you release the Crush.

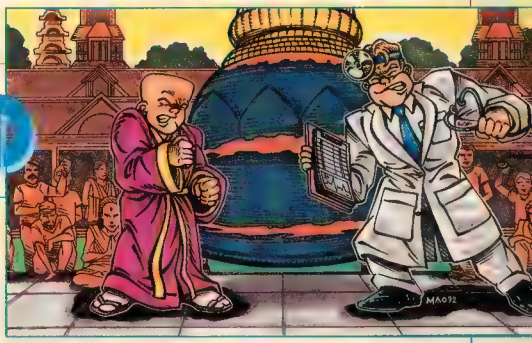
PROTIP: When all else fails, cheat. Use the option menu to rearrange your opponent's button controls.

Gamers addicted to the new arcade-only Street Fighter II: Champion Edition's upgrade features will miss them in the SNES cart. In the home version, you can't play as the extra four boss characters, nor can you play a character against himself or herself. Too bad.

Despite the missing Champion elements, you must check out Street Fighter II for the SNES. It's a nearly flawless conversion of the arcade original that's made even more enjoyable by new options and the convenience of home fighting.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	ADJ. Adjustable

HEAD TO HEAD



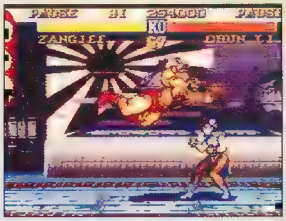
By Doctor Dave

Street Fighter II for the SNES is Capcom's best arcade conversion yet! It's got almost everything the coin-op has, from Guile's Re-Dizzy Combo to Ken and Ryu's triple Fierce. At first, I wasn't too happy about the handicapping feature (Performing massive Street Fighter surgery on SF II interns like Slasher Quan is excellent!, but it turns out to be a great option.) Now players of all caliber are crawling out of the woodwork to play me, since my hits do less damage even though my favorite fighter Guile's Re-Dizzy is still fully operational. I like the challenge!

PROTIP: Chun Li has several standard three-hit combos, but she has only one Re-Dizzy. Jump into your dizzy opponent with the Down kick so that you're hitting them in the midsection. Now rapidly press the Forward Kick while pressing Down and score up to four hits to Re-Dizzy your opponent!

PROTIP: You can play Dhalsim as cheap as in the arcades. Use the Fireball and Kick pattern to keep out most players.

Street Fighter II arcade players will enjoy this version as much as they do the coin-op. They may enjoy it even more, since the cart doesn't have any tricks or bugs like the handcuffs and the air throw. Consequently, Guile players will be forced to fight with their best behavior. By all means, bring this street fight into your home!



PROTIP: For a nice snatch combo with Zangief, come in with a Flying Fierce Punch. Then unleash a Forward Kick, and end with a Spinning Pile Driver.

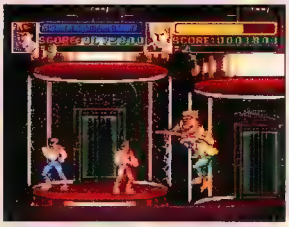
PROTIP: As Ryu, Jump in with a Fierce Punch. Hit Fierce again right after landing, and end with a Fierce Fireball. This is known as the triple Fierce combo for Ken & Ryu.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	ADJ. Adjustable

By Boogie Man

The heat's on the SNES streets, and word is that the Black Shadow Warriors are back in town. That means the Double Dragon boys better be super – and they are!

In Super Double Dragon by Tradewest, longtime video victim Marian's taken steps to protect herself. She's a policewoman, a student of kung fu, and a part-time instructor at the Lee Brothers' Double Dragon dojo. However, she hasn't lost her knack for getting into trouble. That's bad news for Marian, but good news for Double Dragon fans everywhere. During an undercover narcotics operation, she's nabbed by the infamous Black Shadow Warriors, who are now into drugs. Billy and Jimmy Lee do more than just say no to that!



Billy and Jimmy are mad as heck!

Bad to the Bone

Super Double Dragon is one of the best beat-em-up adventure carts to stomp through the SNES yet. You toss fists and feet of fury across seven bruising missions in sharp, side-view, horizontally-scrolling, street fighting action. As in the NES versions, one or two players can be one or two Lees. Player Two can buy-in at any time.

PROTIP: In two-player games, protect your buddy's back. Also, Warriors who attack your partner from behind leave their backsides vulnerable.

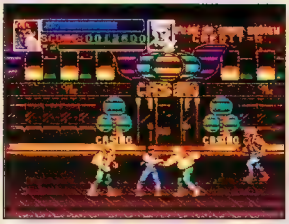
Warrior Wacking

Double Dragon has a well deserved reputation for vicious video back alley fisticuffs, and this installment doesn't disappoint. The Lee's standard arsenal is serious stuff: two punches, seven kicks, and a knee drop once a bad guy is down. Of course, you get their famous Double Dragon grab-hair combos, too. This time, there are five, which feature knee kicks and elbow punches in all the vulnerable spots.

PROTIP: When a Warrior tries a jump kick, hit him while he's in the air.

PROTIP: You can attack Warriors offscreen.

PROTIP: When a hit staggers you, sometimes you can move again after you take a second blow.



PROTIP: When you're sandwiched between Warriors, try to use an arm lock. The Warrior at your back politely holds his attack until you finish pounding his pal.

Super Double Dragon's standout move is a unique and totally cool defensive technique, that enables you to grab a bad guy's arm with a single button press. From this arm lock position, you can bust five nasty moves á la Bruce Lee, including a machine gun kick attack and a rapid fire back punch. To add insult to injury, you can also toss your adversary at his crew.

If you feel really cocky, you can build up a Power Gauge, that enables you to unleash four Special Techniques: the Roundhouse Kick, the Round Back Fist, the Jumping Round Kick, and the Jumping Back Round Kick. Building up power (by holding down L or R) during heavy fighting takes time, so be prepared to take mucho hits before you master the technique.

Whomp the speed bag for tricky fighting.

The crisp controls deftly place all this awesome muscle power at your finger tips. Billy and Jimmy can kick Shadow Warrior butt as fast as your fingers can fly across the control pad.

UPER UBLE GON

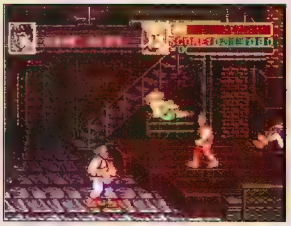
Def Gangsters

As always, the Black Shadow Warriors are the willing targets of the Lee Brother vendetta. Billy or Jimmy can easily wipe up the streets with any one Shadow Warrior, but the creeps always gang up on you and their combined blows will take their toll. You face fierce guys called Steve, Williams, Jeff, McGuire, and Chin Ron Foo. When video game goons have weak names like that, you know they've got to be bad!

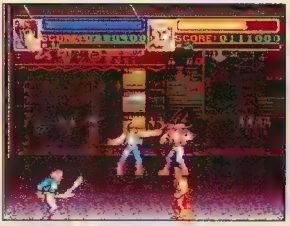
Beware. Some Shadow creeps carry weapons. However, if you make them drop their gear, you can grab it and use it yourself.

PROTIP: Steve (the Schwarzeneggar clone) is tough. You must stay on the offensive and constantly vary your attack. Using just one technique is a disaster.

PROTIP: When Shadow Warriors toss weapons, they can hurt their fellow gangsters. Time your dodges.



PROTIP: McGuire's a tough clown (literally). In missions, take the high ground, then hit him as he tries to jump up to you. Be prepared to dodge his unstoppable flying spin attack.



PROTIP: The Nunchakus are the most devastating Warrior beaters.

Familiar Sights & Sounds

The seven Missions bust up some familiar-looking territory, including Las Vegas, San Francisco's Chinatown, and the Golden Gate Bridge. You wind up at head bad dude Duke's pad.

PROTIP: In Mission 4, don't fall off the trailer. In Mission 6, don't fall off the cliff. Try to stay away from the bottom of the screen.

PROTIP: In Mission 3, the Chins' defense against kicks is murder. Move up and down as you punch. When one of your blows passes through their defense, stop and attack. If Mr. Chin picks up his D, move and punch again.

The graphics are solid, but they won't knock you out. The background scenery could be anywhere. The Lees and the Shadow Warriors look SNES sharp. The smooth animation, however, floats like a butterfly and stings like a bee! There are no fancy Mode 7 moves, but watching the Lee boys stick and kick will pump you up big time!

Stick it to the bad guys!

The cart's sounds don't get in the way, which is good. The music's fun, but you won't buy the CD. The effects are spare, but they enhance the fighting.

Double Fun

Super Double Dragon is one tough customer. If you like to talk beat-em-up stuff, you've got nothing to say until you beat this cart! Super Double Dragon kicks.

Super Double Dragon by Tradewest

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	5.0	INT. Intermediate

Price not available
8 megs
Available October '92

Beat-em-up
Two Players
Customizable buttons

SUPER NES

PRO TIPS

The Legend of Zelda

A Link to the Past

By Monty Haul

Power, if misused, can crumble empires, shatter true love, and in general, make a mess of things. In The Legend of Zelda: A Link to the Past, Ganondorf Dragmire, Prince of Darkness, gets his greedy claws on the omnipotent Triforce. He uses the 'force to cast the Golden Land into shadow, and the kingdom of Hyrule's princess Zelda is next on the chopping block.

Now translated for the SNES, A Link to the Past is Nintendo's third installment in the legendary Zelda saga. (See GamePro, February '92 for an Overseas ProSpect report.) This 16-bit offering strides strongly forward with more impressive graphics, music, and challenge than ever.

Our hero of Hyrule, the well-animated and likable Link, is ancestor to the Zelda I and II Link characters. However, this Link's nimbler on his feet, deadlier with his sword, and more skilled in the spell-casting arts. He battles across two worlds through swamps, forests, deserts, mountains, numerous caves, and 12 maddening mazes en route to overthrowing Ganon.

Applause to Nintendo for balancing character interaction, dialogue, great overhead fighting, and mind-bending puzzles. The warped labyrinths are ingenious, with multiple layers of passageways on each screen.

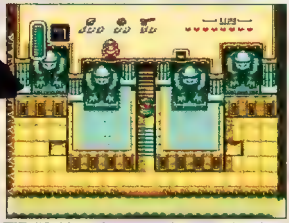
The Legend of Zelda: A Link to the Past is a well-executed fantasy thriller with a good 30-hour quest, rich color shading, excellent sounds, and a fine plot. The only real disappointment comes at the end – if you completed Zelda I, you know how to polish off Ganon here. Despite a somewhat lackluster ending, Zelda III's journey is its own reward. Use the ProTips below, and may the Triforce be with you.

The Legend of Zelda: A Link to the Past
by Nintendo

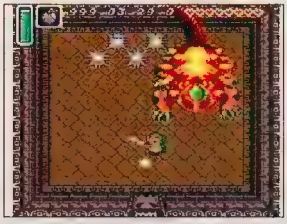
Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	ADV. Advanced

$49.95	Action/Role-playing
8 megs	One Player
Available now	Battery backup

TIP #1: After claiming all three Pendants of Strength, Courage, and Wisdom, journey to the Lost Woods' northwest corner to earn the powerful Master Sword. Use it to slash open the force field that blocks the entrance to Agahnim's tower in Hyrule Castle. Don't attack the treacherous Agahnim hand-to-hand. Wait, and when Agahnim summons fireballs, deflect them back at him with your Master Sword. Win, and Agahnim will be impressed, but not defeated. He'll simply transport you to the Dark World for the second phase of your quest.



TIP #2: Now the true adventure begins. One at a time, you must rescue the seven maidens of Hyrule before Ganon opens a portal to the Light World. Begin with the first Crystal Palace, and pay Kiki the monkey 300 Rupees to enter. Once inside, you'll need to shoot a statue with your bow and arrow to reveal a secret passage to the boss. Look for the Hammer along the way.



TIP #3: Unmask Helmasur with bombs. Then take him out with spinning sword blows to win a heart piece and a Crystal. Return to the Light World and purchase Flippers from Zora in the northeast corner waterfall. While you're at it, head to the Pond of Happiness and toss in tons of Rupees to increase your capacity to carry bombs and arrows.

TIP #4: To power-up your Boomerang, drop it into the Light World's Waterfall of

Continued on page 58.

ROBOCOP 3

OCP is sending in Rehab Officers to clear the streets of Old Detroit, making way for the construction of Delta City. When ROBOCOP sees helpless families forced out of their homes as the bulldozers move in, he joins the resistance movement to battle the Rehabs!

Armed with a new multi-weapon arm attachment containing a large-bore cannon and a smart bomb, plus a gyropack for airborne assault capability, ROBOCOP faces a batallion of ED-209's, tanks, heavy artillery and a new adversary, OTOMO. The odds seem impossible, but remember—you're ROBOCOP!

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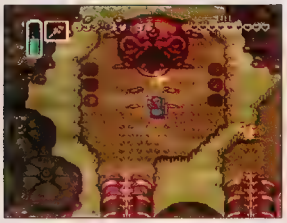
The Legend of Zelda

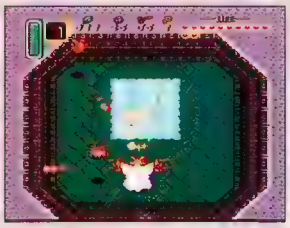
A Link to the Past

Wishing. Do the same with your Shield. Now zip back to the Dark World, walk south of the first palace, and knock down the pegs with your Hammer. To flood Palace 2, return to the Light World and un-dam the river. Look for the Hook Shot in Palace 2's huge, open sewer room. Against the squid boss, use your Hook to grab its pods and slash them with your sword. Then attack the squid's eye to send it to a watery grave.



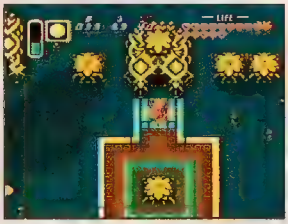
TIP #5: Next, walk to the Light World's Lost Woods and open a southwest secret path with your hammer. Remove the stone to transport to the Dark World's Lost Woods and Palace 3. Hop between each dungeon's entrance and be sure to grab the Fire Rod. Use it to burn open this creature's mouth and enter the final section. Destroy the bat boss with Fire, followed by sword blows.

TIP #6: Borrow a man's shovel in Dark World's Haunted Grove. Dig up the Flute in Light World's Haunted Grove, then return it to its owner. Finally, play the Flute in front of Kakariko Village's weathercock. You can now use the Flute to fly anywhere in the Light World!



TIP #7: Pull the gargoyle's pitchfork to enter Palace 4. Use your Hammer to reach Titan's Mitt in the southwest room. Bomb open a hole in the top floor. Then take the princess to the skull room and she'll transform into Blind. To beat Blind, strike its body and ignore the flying heads.

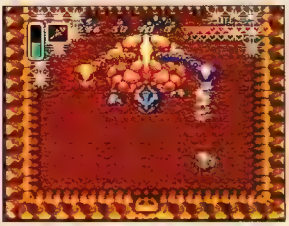
TIP #8: In-between dungeons, claim the Ether Medallion at the top of Light World's Death Mountain. To find the Quake Medallion, throw a skull into the circle of stones near Dark World's Waterfall of Wishing. Also, return the frog to the Blacksmith's Shop and he'll repay you by upgrading your Sword to Level 3. Now head to Light World's Pond of Happiness and use your Titan's Mitt to lift the warp rock to Palace 5. To drop to the Blue Mail (a great suit of armor), bomb B4's easternmost room. Then use your Fire Rod, followed by Sword slashes, to wipe out the crystalline boss.



TIP #9: Play your Flute and select the southwest landing point. Lift the warp rock and you'll enter the Swamp of Despair. Use Ether to bust open Palace 6's gateway. Inside, you must jog across a crumbling bridge to claim the invaluable Staff of Somaria. Then attack the Octopus' big eye with your Sword.

TIP #10: In Light World's graveyard, take a running start and bash the odd-looking tombstone to reveal a path to the Magic Cape. Warp from the Death Mountain portal to Dark World. Fall into the cave, and cross the spikes with the Magic

Cape to receive the protective Staff of Byrna. Grab the chest in what's left of the Dark World's Blacksmith Shop. Then take it to the middle-aged chap in Light World's desert. He'll unlock the chest and give you a Bottle. A camper sleeping under Light World's Lake Hylia bridge will fork over another Bottle. Fill your newfound Bottles with Blue Potions from the low-priced Light World Magic Shop.



TIP #11: Hammer Death Mountain's northeastern posts counter-clockwise. Then cast Quake on the turtle's shell to enter Palace 7. You'll need the Hook Shot to earn the Mirror Shield on B1. Use the Cane of Somaria to complete the dungeon. Stun the giant turtle boss with Ice Rod shots against its red head and Fire Rod shots against its blue head. While either head is immobilized, quickly slash with your sword. Terminate the turtle to rescue Zelda. You only have one dungeon to go!

TIP #12: Zelda releases the black magic barrier, which blocks passage into Ganon's tower. Hit a star tile in the western quadrant of 1F to find the Map, and fall from 1F to B1 to earn the Big Key. Unlock the chest upstairs, and you'll don the Red Mail. Now you're prepared for the final showdown with Agahnim! We'll reveal Zelda's ending in an upcoming Game Busters, so don't touch that dial.

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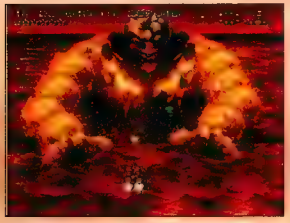
AXELAY

By Dr. Dave

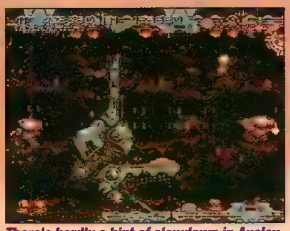
Limber up your thumbs, galactic hot shots! Konami's sending their latest space shooter for the SNES, Axelay, into orbit. This six stage shooter, which tore up the Super Famicom in Japan, features forward and side-scrolling action with spectacular graphics and sound.

Your D117B Axelay fighter's arsenal includes standard issue air-to-air and air-to-ground missiles, as well as a few unusual new weapons like the Needle Cracker. In many standard shooters, you snag weaponry by blasting enemies and grabbing power-ups. In a nice Axelay twist, you begin armed with three different fully powered weapons. During successive stages, you recapture five other weapons for a total of four air-to-air and four air-to-ground devices at your disposal. Use your own space shooter skills to decide which weapons to use in which stages. Other features include customizable control settings, five different trigger speeds, and three levels of difficulty. In combination, all of these features give Axelay a good range of challenge from beginner to advanced.

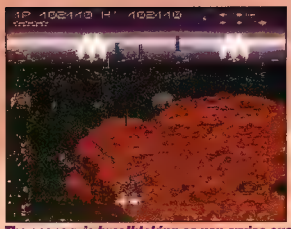
From the clouds in Cumuluses to the crystaline life structures in the Cavern, each level has eye-popping graphics. Check it out while you kick back and enjoy the cool tunes. During your quest to stop the Armada of Annihilation, you'll find that slowdown is very minimal in comparision to Gradius III. Interesting weaponry, gorgeous scenery, and lots of fun, what more could a dedicated video game space warrior want?



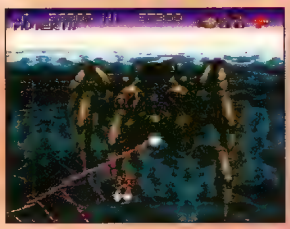
Wayler, an awesome creature composed of lava and metal, is one of the most spectacular bosses you'll ever see. Fire straight at his heart to destroy him.



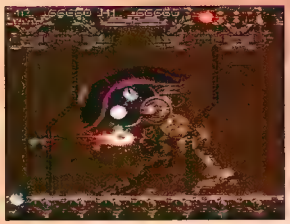
There's hardly a hint of slowdown in Axelay, even in Stage 6's Armada of Annihilation Fortress, which contains masses of on-screen enemies.



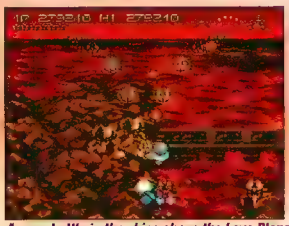
The scenery is breathtaking as you cruise over this cliff's edge and view an Urbanite city below. Here you're armed with the Needle Cracker.



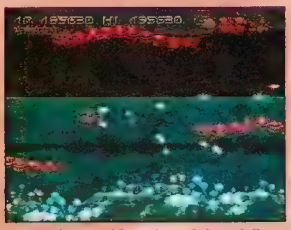
Arachnatron, the mechanical spider boss of Stage 1, tries to catch you in his laser web.



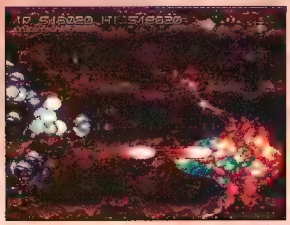
T-36 Towbar is the mech-style boss of Stage 2's Traileb Colony.



As you battle in the skies above the Lava Planet, blistering heat threatens from below.



To fight for your life in the weird crystaline environment of Stage 4's Cavern, battle underwater and in the air.



As you battle Veinion, a strange and deadly life force, destruction threatens from in front and from behind your ship .

Axelay by Konami

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	4.5	ADJ. Adjustable

Price not available
Available Sept. '92
Shoot-em-up

One Player
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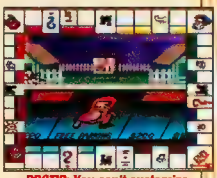
Monopoly

By Board Gamer

Uncle Pennybags was so successful with his NES version of Monopoly that he's decided to make a 16-bit investment – Super Nintendo and Genesis style! Here's a look at the Parker Brother's version.

Go To Jail

Up to seven other human or computer opponents can join you on a stroll down Park Place or a ride on the Reading Railroad. Each of the eight computer opponents has a unique style of play. Unless you're a hermit, you know that the goal of Monopoly is to make the big bucks and drive your opponents into bankruptcy.To do this, you advance around the game board buying, selling, trading, and developing different properties.



PROTIP: You can't customize the game or the rules. For example, you can't make landing on Free Parking net you all the money in the kitty found in the board's middle.

PROTIP: Take advantage of Auctions. You can often purchase property cheaply if other players are short of cash. Even if your funds are low, bid the limit to push the price of auctioned properties as high as possible. After all, you don't want your opponents picking up Boardwalk for $50.

The game is played by the traditional rules of Monopoly (see the manual) with a few tournament rules thrown in to make the game more challenging.

PROTIP: You can cheat by using either controller to make a move for the human opponents. For example, make a high bid in the auction on behalf of your opponent and they may get stuck paying a premium for a property they don't even want.

Take A Chance

Advanced entrepreneurs can wheel and deal their way through one of twelve different two- to four-player scenarios. For example, in Money Isn't Everything, each player begins the game with only $300! Use the Game Editor to return to an unfinished game, or design your own game scenario. You can even set time limits on a game and dole out properties in advance. And of course, the computer's motto is, "Leave the banking to us!"

The board is beautiful.

Parker Brothers has added some charming graphic touches, such as a beautifully detailed board, animated playing pieces, and great-looking Community Chest, Chance, and Property cards. Authentic game play ensures that any Monopoly fan will get a kick out of taking a walk on this video Boardwalk.

Monopoly by Parker Brothers

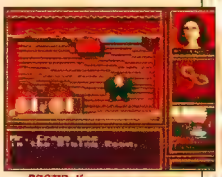
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	ADJ. (Adjustable)

$49.99 — Eight Players
Available Fall '92 — Game Editor
Board Game

Clue

By Board Gamer

It was over 40 years ago that the unfortunate Mr. Boddy (get it?) was first murdered in the board game, Clue. Sharpen your pencils, murder-mystery fans, 'cause Parker Brothers is ready to puzzle a new generation of fans with 16-bit versions of Clue. We've cracked the case on the Super Nintendo version, but a Genesis cart is also in the works.



PROTIP: If you use your own cards when you make a suggestion, you often force the computer to reveal information you need. It also misleads your opponents!

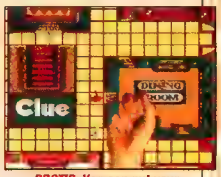
It's No Mystery

Up to six players (human or computer) compete in Clue to discover the identity, location, and weapon used in the murder of the infamous Boddy. Each player assumes the persona of one of the famous cast of suspects, ranging from the ever correct Colonel Mustard to the supercilious Miss Scarlet.

Examine your cards to get a clue!

At the beginning of the game, each player is dealt a set of cards. With each roll of the dice (nicely simulated with a digitized hand), players advance around the board to different rooms in the mansion, where they can guess who did it with what and where. After a player makes a suggestion, the computer reveals a clue. The game includes special Detective Notepads that each player can use to record their clues. One player will eventually be able to figure out the likely culprit, the weapon used, and the room in which the crime was commited.

PROTIP: If your opponent is heading for a specific room, sidetrack them by naming them as a suspect in another room. They'll be sent there.



PROTIP: You can put your marker in front of any room's door and prevent other players from entering that room!

Who, What, When, Where, and Why

Although the name of this game is the same, the video game version features some nice new touches. There are five ranks of play, ranging from Amateur to Detective. The higher the rank, the vaguer the clues and the more difficult the sleuthing. The game board is faithfully reproduced and animated character scenes and murder reenactments help the game to come alive. Board game and murder mystery fans alike will enjoy trying to get a Clue.

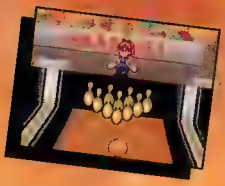
Clue by Parker Brothers

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	ADJ. (Adjustable)

$49.99 — One to Six Players
Available Fall '92
Board Game

Life In The Fast Lane.

Choose your weapon: *Left-handed 6-pounder... right-handed 16-pounder ...and everything in-between.*



You're in charge: *Control Lane Position, Aim, Spin and Power to find the sweet spot and drop 'em all.*

Check the conditions: *Get a feel for the lane—things change dramatically after an oil change.*

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ON LOCATION with: Accolade

BUBSY

A BOBCAT IN THE MAKING PART 2

By Slasher Quan

Expert game designers at Accolade, Inc. introduced us to a heroic, fully-clawed, fur ball of a bobcat, Bubsy. (See GamePro, July '92). This month, GamePro goes On Location to witness another major step in the development of "Bubsy in Claws Encounters of the Furred Kind." Six of Team Bubsy's 11 members work together to build Bubsy's personality, create characters for him to meet, and construct a Super NES world for him to explore.

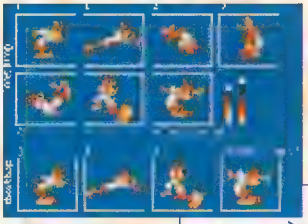
Under Construction

Bubsy and his crafty enemies, those darn yarn-snatching Woolies, need a playground for their antics. Designer Mike Berlyn's mission is to dream up a theme for each of the 15 game chapters, and map out important play features, such as enemy entrances, warp caves, bonus rounds, and power-ups. Then Art Designer Beckett Gladney sketches each area onto the massive grid scroll.

Five artists examine the rough drafts of the levels, then use a personal computer program, D-Paint, to draw the visual components. The artists draw the illustrations against a grid background, which separates the artwork into eight-pixel-by-eight-pixel tiles. The illustrators must maintain a consistent, free-form, cartoon-quality style while at the same time fitting their drawings into an area composed of the appropriate number of tiles. After the drawings are converted from D-Paint into Super NES code, Associate Producer, Cyndi Kirkpatrick, fits the tiles into a gigantic chapter map, often stretching 30 game screens long and 10 screens high!

Bubsy's So Fine

Artist Ken Macklin brings to life the game's lead character, Bubsy. He must make Bubsy's looks, actions, and reactions fit his playful personality. First, he sketches Bubsy's array of nearly 40 character emotions, then he D-Paints each frame of an animation sequence. Many expert strokes of Macklin's light pen are required to make Bubsy move, run, jump, cat fight, or pop like a balloon and flutter off in the breeze.



Bubsy takes flight with a little help from Macklin's light pen.

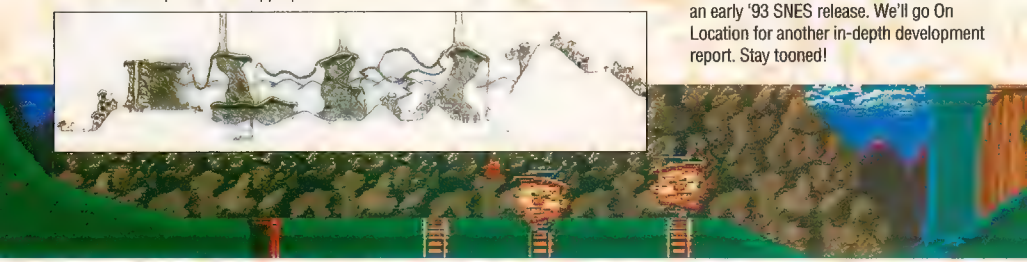
Wild and Wooly

Several artists collaborate to craft the devious, obnoxious, three-toed Woolies, who'll do anything and everything to get under Bubsy's fur. They toss rocks with their feet and kick Cheese Wheels. When they throw temper tantrums, they stretch out of proportion, get blue in the face, and blastoff using their antennae as propellers. Other wacky creatures include overly eager beavers in the river chapter and steer skulls and tumbleweeds in the train chapter. Similar to Bubsy, the non-player inhabitants must be sketched, illustrated, and animated on a computer screen one frame at a time.

All the "live" characters, which are called sprites, are translated into Super NES code. Then they're sent to the SNES programming group, Solid Software, to be animated and incorporated into the game's on-screen action. There, programming techniques embellish the visuals with graphic effects, such as screen rotations or multi-scrolling backgrounds and foregrounds.

Getting Bubsy's Act Together

Bubsy's lookin' good. But without music, sound effects, voice, and actual, programmed game play, his cart's just a pretty picture. Team Bubsy's still jamming for an early '93 SNES release. We'll go On Location for another in-depth development report. Stay tooned!



Artists convert a hand-drawn scroll into a playable game level.

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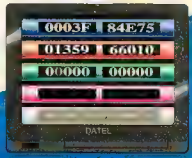

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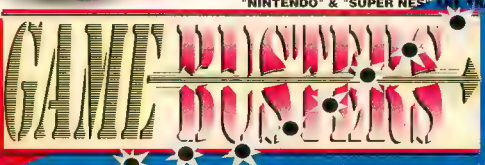
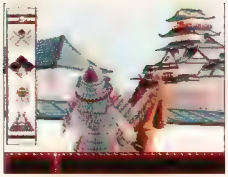
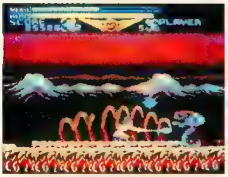
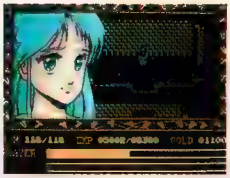




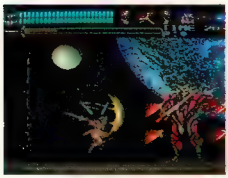
Lords Of The Rising Sun
You are the powerful Samurai general in your fight to conquer armies of 12th Century Japan.



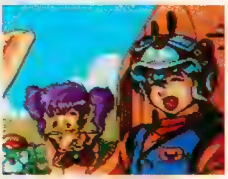
Valis II
From the ashes of your ravaged homeland, the legendary sword Valis calls out to you.



Y's I and II
Only you can unlock a 700 year old mystery. But beware, the Demon Boss awaits you!



Valis III
Yuko, princess Vernal and Char must overcome the evil forces of Ramses and save Vecanti.

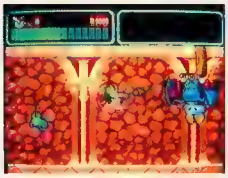


Cosmic Fantasy
Young Galam looks at a world he will soon control.

Turbo Technologies, Inc., the Wizard of Oz-some Video Games, (sorry pun lovers) brings you a new world of electronic game play for only $149.99. Our TurboGrafx-16 System and Compact Disc attachment give you superior CD quality graphics and sound, even through the worst tornado. In addition, you'll be able to listen to your favorite musical CD's on your TurboGrafx unit. Which is great news for all music lovers. Even Toto fans.

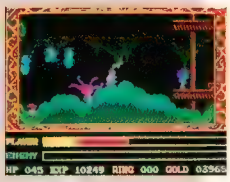
THIS AIN'T EXA

$149.99



Monster Lair
Incredible mutants will boggle your brain. Worse yet, you have 14 levels of mountains, oceans and obstacles.

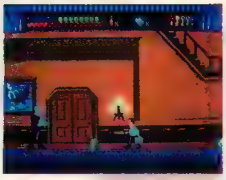
Sherlock Holmes
Talk to witnesses, read the newspaper, visit suspects, check the crime scene in search of clues.



Y's III
Chaos rules as blood-thirsty creatures threaten innocent lives.

It Came From The Desert
See live actors try to stay alive as you battle hideous mutant ants born of atomic testing.

*Our apologies to the residents of Kansas. But we don't think anyone would get our headline if we said, "THIS AIN'T EXACTLY NORTH DAKOTA ANYMORE, KID"

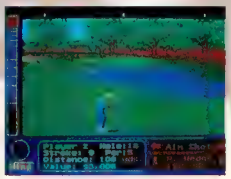


The Addams Family
Battle ghastly pranks and ghoulish surprises throughout this sprawling mansion.

J.B. Harold Murder Club
J.B. Harold Murder Club is a full-blown murder mystery with over 30 characters.

Fighting Street
The Karate-ka "Ryu" must challenge tough street fighters in Japan, the U.S., China and England.

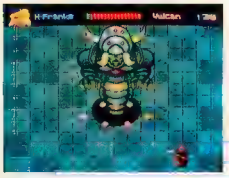
Magical Dinosaur Tour
See how historic creatures lived in their habitats or watch the process of evolution.



Jack Nicklaus Golf
You'll need a perfect swing, flawless timing and a pro's club selection. Don't forget to follow through.

With all the options that our new CD attachment offers, you'll be a wizard in your own living room. Not only can you play these 16 CD-Rom games, but also the recently released CD + Graphics discs. This new type of CD allows you to simultaneously listen to music while viewing various graphic images, all through your TV screen. Your CD player will even play regular music CD's, with the same great sound quality. But don't forget about our software library of over 80 exciting CD and Turbo-chip games to choose from. All of which will put you in another state of mind. Or maybe even another state.

CTLY KANSAS* ANYMORE, KID.



Final Zone II
Fly a chopper, attack and shoot your way through the enemy and capture their weapon system.

Last Alert
Guy Gazama is a man with super human abilities, fighting against an international arms syndicate.

CD	TG-16	TG-CD
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THINGS IN LIFE ARE PORTA
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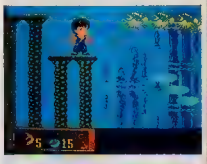
Despite what people say, you can take it with you. That's because **Turbo Express** gives you 16-bit graphics with the same brilliant color, the same six-channel sound, the same intense game play, and best of all, you can use the same TurboChip games you use on the TurboGrafx-16 home system. Now you can have the take-it-anywhere convenience of the **Turbo Express** with all its cool features for $199.99 and your choice of four great games FREE , a $99.99 value. Choose any four of the following six games: Packland, Victory Run, Alien Crush, Fantasy Zone, Vigilante, Power Golf. So no matter where you may have to "go", make sure you have **Turbo Express.**



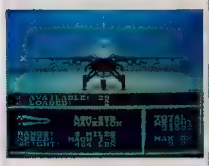
Jackie's girlfriend May Lin is kidnapped by an unknown enemy. You must save her.

After training under his master, Jackie starts his adventure to rescue May Lin.

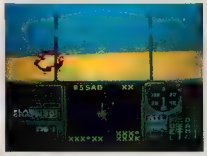
Jackie can use a variety of fighting techniques like spinning kicks and powerful energy pulses.

You're Jackie Chan, world famous Kung-Fu star. And your damsel, May Lin, is in some serious distress. After training under your master, fight your way past your enemies with spinning kick and powerful energy pulses. But if you fail, your enemy will have May Lin, and you'll look like a real Fu

™ ©1992 Red



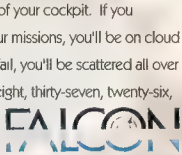
There are many weapons you can carry on your F-16 Falcon. Remember what you learned during the briefing.



In close air-to-air combat, you have to maneuver your ship to keep the enemy ship in your gunsights.

Will you return to base in triumph, or be lost forever in the sky?

You're an ace F-16 Falcon fighter pilot. At your briefing, you'll be given your secret mission. Intercepting enemy aircraft or destroying strategic ground targets will become your everyday duties. Engage your targets from the realistic, first-person perspective of your cockpit. If you complete your missions, you'll be on cloud nine. If you fail, you'll be scattered all over cloud nine, eight, thirty-seven, twenty-six, seventeen...



BLE.

TURBOGRAFX-16

PRO REVIEW

FALCON

By Frequent Flyer

Falcon has blazed a trail across personal computer virtual skies for years. Spectrum Holobyte programmed all the versions, including this one for the TurboGrafx-16. These guys even create flight sims for the military! That translates into realistic flying, and in this version it's either a plus or a minus, depending on how you look at it.

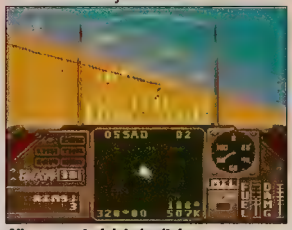
Flight Makes Right

This challenging game begins as some third rate power is about to tilt the world's geopolitical scale towards chaos by building atomic weapons. You have seven days to fight through their murderous air defenses and destroy their A-bomb factory. Falcon's battle plan calls for 16 missions at a rate of three per day. If the numbers don't seem to add up, it's because the extra days are insurance against your frequent crashing and burning.

You can fly the F-16!

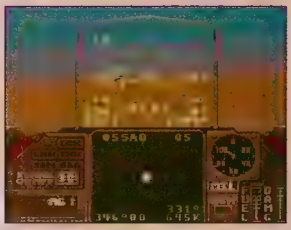
No Train, No Gain

Learning to fly your F-16 is a chore. You control your jet from a pilot's first-person, inside-the-cockpit view. Falcon's control panel and its Heads Up Display are based on the real thing. They flash a dizzying array of on-screen information at you, at least 21 different displays. The game controls are less daunting, but there are 13 different button presses or combos you need to know. Studying the manual and practicing deciphering displays takes patience, but either you do that or face fiery death often.



All your control data is vital.

PROTIP: If Damage is high or Fuel is low, eject and try again. Macho jet jockies won't beat this game.



PROTIP: When there's a bogie on your tail, speed up then quickly slow down. He'll fly past you and into your sights!

Once you figure out how to use them, your weapons are formidable, effective, and realistic. You arm your ship before every mission with a cool-looking weapon selection screen. Sidewinders, AMRAAM radar-guided missiles, Shrikes, Maverick TV-guided missiles, and MK-82 Low Drag General Purpose Bombs are all set to do your dirty work. The Fuel tanks and the Electronic Counter Measures Pod are non-lethal, but vital.

Choose your weapons carefully.

There's no doubt where the bad guys do their arms shopping. Your competition flies Soviet-made Su-25S bombers, MiG-21S fighters, and MiG-29S interceptors. On the ground, they set up a gauntlet of surface-to-air missiles (SAMs) and mobile antiaircraft guns.

Fail a mission, and Falcon plays Taps. It also displays a screen with your buddies flying the famous "Missing Man" formation (guess who's missing?). Master the five Training Missions: Bombing, Intercepts, Dogfight, Anti-Flak, and Anti-SAM. TurboExpress owners can get the best practice of all by linking with a friend for head-to-head dogfights.

PROTIP: Bombing runs are tricky. Practice, or you'll never beat the game.

Graphics Grounded

Falcon's graphics are a mixed bag with distinct contrasts. Ground-based graphics, such as the Mission Briefing screens, are sharp and eye-catching. The airborne graphics, which are reminiscent of most polygon-based flight sims, are blocky and somewhat indistinct. For a game based on a supersonic aircraft, the sound effects are practically subsonic.

Not for the Birds

Falcon means business, and so should you if you try it. If you're a TG-16 top gun who takes his flying seriously, by all means fly Falcon. However, don't expect to go ballistic over the graphics. If you're just looking for a vicarious, supersonic joyride, try flying friendlier skies.

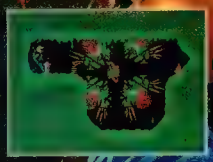
Falcon by Turbo Technologies

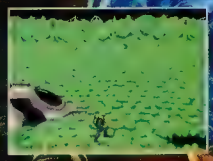
Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	4.0	3.0	INT. Intermediate

$49.99	Simulation
4 megs	One Player
Available now	Save & Password

Todd's Adventure in SLIME WORLD

GET READY FOR THE SLIME OF YOUR LIFE





SEGA

SEGA GENESIS

Somewhere in the deepest sp[illegible] of the Gamma Mu Eta system [illegible] a planet no one knows to be live or dead. [illegible]e surface appears to be moving, [illegible]t not like oceans, acc[illegible]ing to displacement readings and photos from a p[illegible]e nearby. What mysteries are [illegible]ld by this big green glob in the middle of space?

This question and others have been left in the somewhat capable hands of [illegible] jockeys Todd and Rooney. The administration supplies them with everyt[illegible] they need to plot and document Slime Planet. Our heroes hop onto their own Slime World Express, headed for danger, excitement and maybe even death.

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ProSpects

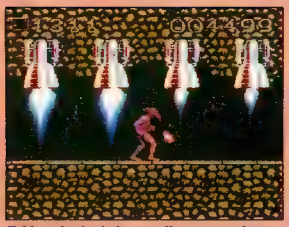
SHADOW of the Beast

By Doctor Dave

They say man is an animal. That's definitely the case in Shadow of the Beast! The Japanese P.C. Engine Duo Super CD-ROM system is the newest home for the outrageous video animal by Psygnosis.

This personal computer hit never looked better. The awesome graphics are a true port from the Amiga version with beautiful multi-scrolling backgrounds. All Beast fans must see the new powerful animated intro sequence!

Make sure that you turn off switches!



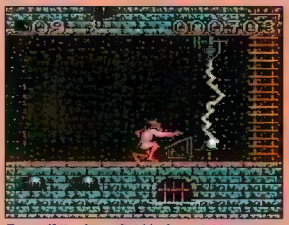
Taking shortcuts is sometimes more danger than you bargained for.

Pump up your continues in the option menu!

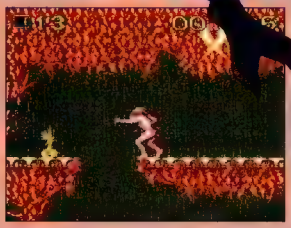
Beastie Boy

In this hot, side-scrolling adventure, you are transformed mysteriously into a beast. You don't have time to mourn your newly acquired ugliness because you must stop the evil beast from taking over your land! You use your fists...err, hooves and a variety of weapons to beat a path through the army of weird monsters that overrun this psychedelic landscape. In this massive game, you'll fight your way underground, through castles, across vast prairies, and even through other dimensions.

This gargoyle carries the Super Punch which you need to defeat the first boss of the underworld.



Turn off the force field before picking up the blaster!



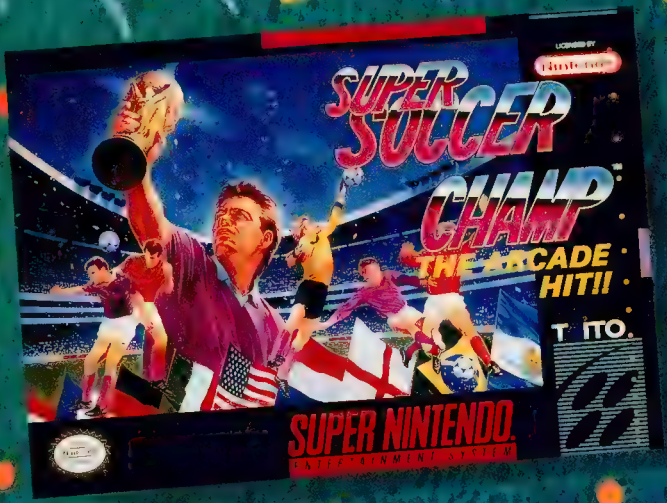
Grab keys to open doors.

Super Soundtrack

Shadow of the Beast's sounds are outstanding. The game's audio effects have never sounded better. The stylish music's been recomposed with all of the original awesome tunes. It's so well done that buying this game is like buying a soundtrack alone!

Born to Be Wild

Shadow of the Beast is on Turbo Technologies' schedule for Super CD releases for the new American Turbo Duo next year. Creep, gallop, or slither to wherever you have to go to find it.



The fast pace, grueling action, and tough competition has made soccer the most popular game in the world today. Pretty passing, flying headers, bicycle kicks, slide tackles, yellow cards and red cards are all a part of the game. Watch out for your players becoming fatigued too. Sometimes fresh legs are better than your superstar.

SUPER NINTENDO

If your passing game comes along you might be able to hit a bicycle kick or break a window. There's nothin' like playin' ball in the house. So, let the games begin.

Confetti Sequence

Confetti Sequence

Credits Screen

Enter The SUPER SOCCER CHAMP Soccer Ball Contest And

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- Official ball of the NAIA
- Butyl bladder for [illegible] length and shape
- Soft touch for superior [illegible] heading
- Official size [illegible] stand size and [illegible] weight and bounce.

How To Enter

To qualify for the contest, participants must win the tournament in Super Soccer Champ. When a player has won the tournament, the screen will display the words, "You Are Hero," followed by confetti falling onto the field and closing credits listing the creative designers behind Super Soccer Champ. A photo of any one of these screens will be your proof of winning.

To enter, fill in the coupon, [illegible] your name, address, phone number, age and the words Taito Super Soccer Champ Contest, on a 3" × 5" card. Then mail your entry form, along with a photo of your winning TV screen to: GamePro Super Soccer Champ Contest, P.O. Box 3329, Redwood City, CA 94064. Prizes will be awarded to the first 100 qualifying entries received.

Contest Rules

This contest is sponsored by Taito and GamePro magazine. Only one entry per person. No purchase necessary to enter. Winners will be [illegible] by mail. Chances of winning are determined by total number of valid entries received. **Contest ends September 30, 1992.** Only valid in the U.S.A. Void where prohibited. Employees of GamePro, Taito and their families are ineligible to enter. GamePro and Taito reserve the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by GamePro and Taito for promotional or advertising purposes without further compensation.

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Did You Remember Your T.V. Screen Photo?

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EA Monster Dunks Another NBA Hit!

Bulls vs. Lakers and the NBA Play-Offs

Genesis

By Weekend Warrior

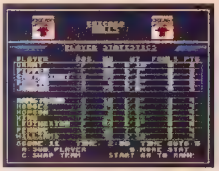
Heads up, sports fans! EA has done the incredible by enhancing their b-ball blockbuster, Lakers vs. Celtics and the NBA Play-Offs, to create Bulls vs. Lakers and the NBA Play-Offs! Does this game look and play like Lakers vs. Celtics? Yes! Is this game BETTER than Lakers vs. Celtics? Yes!

Mo' Teams! Mo' Players! Mo' Features!

Lakers vs. Celtics wowed us by featuring eight of the best NBA teams — the Lakers, the Trailblazers, the Spurs, the Suns, the Celtics, the Pistons, the Bulls, and the 76ers — plus the East and the West All-Star teams. Bulls vs. Lakers ups the team count to 18 by including the aformentioned teams and the Jazz, the Rockets, the Supersonics, the Warriors, the Bucks, the Hawks, the Knicks, and the Pacers! Updated to reflect the 1991 NBA season, Bulls vs. Lakers features all the players of these 16 pro teams, including their on-court abilities and trademark moves and grooves.

Sir Charles does his thing!

Challenge a friend or the Genesis to a single game, or take on the Genesis in a three-round, best-of-seven, 16-team tournament for the NBA Championship! The new Two-Player Co-Op feature enables you and a buddy to team up against the Genesis to determine whether man or machine will rule the courts. As always, you choose 12-, 8-, 5-, or 2-minute periods and pick the level of difficulty ranging from Pre-Season to Show Time! Unlike the real-life Simulation mode, you can also select Arcade mode, where players don't fatigue or foul out. Similar to its predecessor, Bulls vs. Lakers features a password system that enables you to continue tournament seasons with your favorite teams. Also carried over is the ability to monitor your players' fouls, fatigue, performance stats, and the ability to substitute at will.



PROTIP: Substitute key players in danger of fouling out. Save them for the final period!

PROTIP: All players' fatigue levels return to maximum after half-time.

The game play and the controls are basically the same as Lakers vs. Celtics. However, several enhancements make this game even more enjoyable: bright, big stars beneath the players you control instead of those hard-to-see black sneakers, instant replay, an always-visible 24-second shot clock at the bottom of the screen, the coach's voice screaming "Shoot the ball!" when the shot clock nears zero, sharper graphics with bigger crowds and courts with home team logos, and better control over free throws.

PROTIP: Fast breaks are extremely difficult. Allow your teammates to get into position by waiting behind the half-court line.

PROTIP: Tap A once to fake a jump shot and spin around ultra-tight defenders.

Swish!!

Bulls vs. Lakers stands on its own (size 18) feet as a premium sports game for the Genesis. The smooth game play, the excellent graphics, the enhanced level of authenticity, and the plethora of options and features are sure to satisfy sports gamers of all levels and abilities. Bulls vs. Lakers is the class of the Genesis basketball league.

Bulls vs. Lakers and the NBA Play-Offs by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.5	5.0	Adjustable

$49.95	Sports Game
8 megs	Two Players
Available now	Passwords

Continued on page 76.

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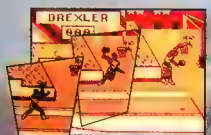
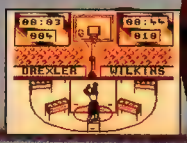


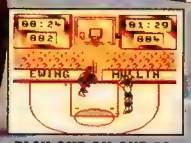
ROCK THE RIM IN THE ALL-NEW SLAM DUNK COMPETITION.

"Jam it home" as one of 27 NBA All-Stars in the backboard shattering sequel to the best in NBA Game Boy hoops. In-the-lane or from-the-corner, the hottest, all-new roundball action explodes with Clyde Drexler, Dominique Wilkins, Chris Mullin, Hakeem Olajuwon, Dikembe Mutombo, and more!

Hit the hardwood with 6 blistering ways to play, including:
• Rock The Rim Slam Dunk • Beat The Clock 3-Point Shoot Out • Outrageous Over The Shoulder Foul Shooting • One on One • Accuracy Showdown • NBA All-Star Tournament



BEAT THE CLOCK IN THE EXCITING THREE POINT SHOOTOUT.



PLAY ONE-ON-ONE AS YOUR FAVORITE NBA ALL-STAR.

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NCAA Slam Dunks the Competition

NCAA Basketball

SNES

By Colorful Commentator

Nintendo's NCAA Basketball breaks the b-ball mold. It starts fresh with a new look, style of play, and approach to video basketball. The results are stunning.

Educated Basketball

NCAA packs five top National Collegiate Athletic Association conferences: the Atlantic Coast Conference, the Big East, the Big Eight, the Southeastern Conference, and the Southwestern Conference. Obviously, several high-profile conferences and independents are missing, but the 44-team selection is good. The squads are represented by authentic logos and jersey colors.

Tipoff with conference play.

Collegiate sports regulations require fake player names. However, the real '90-'91 season statistics combine with your skills to determine a play's outcome! For example, a poor foul shooter in real life must contend with a faster moving and more difficult free throw interface in the video game. Your performance is tallied over the course of each contest, but you can't save your new stats, or customize teams.

In Your Face!

Abandoning the run-of-the-mill, side-view, hoops cart formula, NCAA's camera looks over the ball handler's shoulder as he dribbles up the court. If you turn, the screen turns! The view rotates and zooms to follow the ball's flight during a pass. The breathtaking visual perspective sports sharp character details; crisp, non-choppy animation; and expertly shaded court features. Perfection would include a crowd rendition and an instant replay. Still, you'll gobble up the graphics, and ask for seconds!

NCAA's excellent, arcade-quality action gives you a thorough workout. Precise controls enable you to toggle between players, shoot, pass, jump, block, and steal. A useful passing icon indicates a target player's position and the proximity of opposing defenders. In the paint, you get five showboatin' dunks. A ref's voice calls 'em as he sees 'em, but he doesn't always see 'em, just like in the real thing. The b-ball sound effects and theme songs are good, but better crowd noise and more music is needed.

PROTIP: When you're all alone under an opponent's basket, stop and pop just as he starts to foul. You'll score the bucket and shoot a bonus free throw!

NCAA does a good job of capturing on court strategy. This cart's seven-formation, on-the-fly play calling is a first for 16-bit basketball games. The single-button interface hampers instant selection, but it's still an innovative, game improving idea. At the top-notch coach's screen, you can pull fatigued players and go to your bench, crash the boards, call for a fast break, examine the stats, and call time-outs. Missing, however, is a full court press. Also, you can't command your team to foul in the waning moments of the game. You must do it manually.

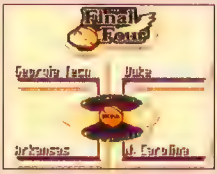
PROTIP: Pause the game, then call your play.

PROTIP: Spin and drive the lane while an immobilized opponent attempts to steal.

March Madness

You can play NCAA against the computer or a friend. The one-player, 18-game Season mode culminates with passwords in the invitation only NCAA tournament. HAL America Inc., the actual developers of NCAA, consulted each team's coach to gather realistic computer strategies. Although entering the Big Dance is a thrill, definitely fire up NCAA in two-player mode and take advantage of the difficulty, the time limit, and the team selection options.

PROTIP: Dunk through the back of the backboard.



Oh, how sweet it is. Duke advances to the Final Four!

HAL went back to the drawing boards to create NCAA Basketball, and the cart's a fine example of graphics, sports realism, and game play working together to form a great game. NCAA Basketball makes almost all the right moves.

NCAA Basketball by Nintendo

Graphics	Sound	Gameplay	FunFactor	Challenge
5.0	3.5	4.5	5.0	INT. Intermediate

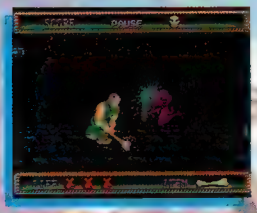
$64.95
8 megs
Available early Fall '92

Sports
Two Players
Passwords

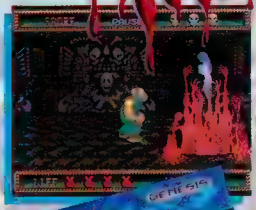
Continued on page 78.

Just when you thought it was safe to play video games again.

SPLATTERHOUSE 2™

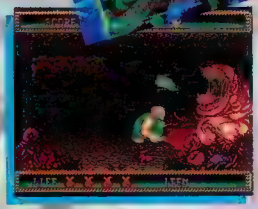


Bone crushing action!

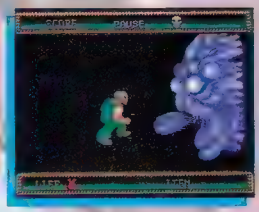


Zealous zombie zonking!

Swinging good time!



Horrific hurls!



Eye popping boss encounters!

Terror comes to the Sega Genesis in **Namco's** stomach turning sequel to the smash hit **Splatterhouse**. That's right, lock your doors. **Splatterhouse 2** is raging. **Rick's** buffed, bad, and back. Ready to trash anything to save his girlfriend **Jennifer**. Love is never pretty.

- Eight levels of horror.
- Eight megabits worth of gross graphics and chilling sounds.
- Gnarly new weapons and bosses

Warning: This game may not be appropriate for younger players.

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TV Sports Baseball Scores Big!

TV Sports Baseball

TG-16

By Weekend Warrior

At long last, Turbo Technologies has inserted TV Sports Baseball into its lineup of excellent TV Sports games, and this cart was worth the wait! Hot graphics, excellent game play, and plenty of features make TV Sports Baseball a realistic, well-balanced, baseball game for the TurboGrafx-16.

Welcome to the "Show!"

TV Sports Baseball is a great four-player baseball game, which features two-player teams. In addition to the standard elements of baseball, the game has spontaneous player substitution, base stealing, and diving or jumping to make truly awesome catches.

Choose among eight ball clubs in a two division league, or use the division's All-Stars as your team. Analyze the key stats of each player, then take a sneak peek at the opposition. Then select from three different ballparks. Play either an exhibition game or a 20-game schedule that leads into the play-offs and ultimately the league championship! A handy password feature enables you to save your current season with all your hard earned stats intact.

PROTIP: Pitch the first ball wide to pull the batter closer to the plate. Then pitch change ups that break into the batter. This will net consecutive fouls for strikes until the computer wises up.

The game's controls feature a standard Pitcher/Batter screen with windows displaying the status of runners on all three bases. The game switches to the Field screen as soon as the ball is hit, and you're automatically in control of the player in the best position to field the ball. Pay special attention to the tiny Field Window radar screen, which displays the movements of the selected fielder and any base runners.

All graphic elements are well-rendered and take full advantage of the TurboGrafx-16's generous color palette. Ball players move smoothly and realistically, as does the baseball in play.

PROTIP: Catch pop flies by placing your fielder atop the shadow of the arcing ball.

Heads up! Foul balls spin right out of the TV at you!

The soundtrack is a repetitive, grating, electronic melody that can be mercifully switched off. However, crowd noises, sound effects, and the umpire's calls are all clear and sound authentic.

It's a Hit!

TV Sports Baseball is an extremely challenging one-player game and an excellent multi-player game. Its sharp graphics, loads of features, and smooth game play guarantee TurboGrafx-16 ball players hours of first-rate entertainment! Batter up!

TV Sports Baseball
by Turbo Technologies

Graphics	Sound	Control	Fun Factor	Challenge
4.5	3.0	4.0	4.5	Advanced

ADV.

Price not available
4 megs
Available Sept. '92

Sports
Four Players

"Nice Shot."

C'mon, sink the [illegible]

Your [illegible] of Shake

So stroke a mean cue

And don't get caught

behind the eight ball

Rack up major points in your choice of straight pocket billiards, 9-ball or the trick game.

Master the arts of Aim, Power and English to run the table and smoke your opponent.

Prove your skill as you pocket 19 radical trick shots that only look impossible.

DATA EAST

SEGA GENESIS 16-BIT CARTRIDGE

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THE ONLY GAME TO MAKE THE PGA TOUR CUT.

Pack your bags, you're going on tour.

But make it your golf bags. Because it's PGA TOUR® Golf. The only game that lets you make the rounds with guys named Fuzzy, the Walrus, Zinger, and Fred. In sum, 60 of the best players ever to swing a club.

SUPER NINTENDO.

No matter how you slice it, this is the most realistic SuperNES™ golf game ever.

Real players with hole-by-hole tips. Real courses like the TPC's® at Sawgrass and Avenel. 3-D greens you can read like an open book. A whole arsenal of special shots like chips, punches, and fringe putts. Even random pin placement.

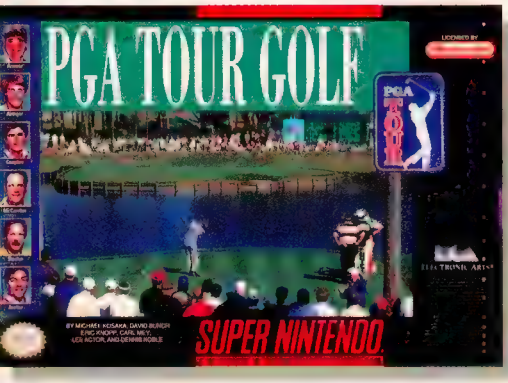
You think any other game has the PGA TOUR stamp of approval? Get real.

EASN reaches new heights with its exclusive Ball-Cam—an on-ball camera delivering a ball's-eye view of your shot in flight.

Take a real course in golf. We used the original blueprints that built the TPC's at Sawgrass, Avenel, Eagle Trace, and the PGA West Stadium Course. Anything else is just amateur.

PGA TOUR Golf doesn't miss a trick. With balls that have backspin and forward roll. A 360° putting grid for reading every green. And four TOUR courses, each built from the ground up from original blueprints.

Of course, EASN™—the premier interactive sports network—is there to capture every swing. With the exclusive Ball-Cam™ for a ball's-eye view of your shot in flight. Mode 7 scaling for the slickest panorama of every hole. Instant replay. Plus an EASN team of sports-casters with tournament highlights and a tournament award ceremony. But no stupid hair-loss commercials.



With a 360° rotating putting grid you see every angle of the green. But if you don't read it correctly, watch out for the bogey man.

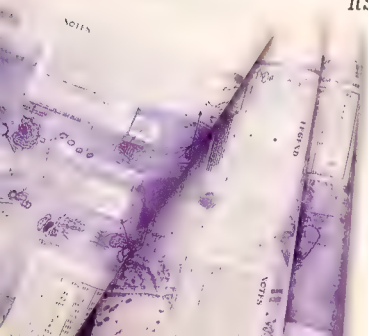
Trade shots with 60 top pros like Paul Azinger, Mark McCumber, Mark O'Meara, Fred Couples, Fuzzy Zoeller, and Craig Stadler. Ignore their advice and you could have a stroke.

EASN ELECTRONIC ARTS SPORTS NETWORK

If you run afoul of the fairways, you'll finish out of the money, and back on the driving range and practice greens. A battery backup saves everything—games, accumulated earnings, even PGA TOUR stats.

So why drive anything else when you can cruise the TOUR? Club your way to the top with PGA TOUR Golf from Electronic Arts.

Call 800-245-4525 anytime to order. Or visit your retailer. It's golf so real, you'll rush out and buy a cart.



EASN™ ELECTRONIC ARTS SPORTS NETWORK

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Rolan's Curse II

By Monty Haul

Wicked Lord Barius has sworn revenge on the world in Rolan's Curse II. This one-player adventure from American Sammy is an action game with a dash of role-playing.

PROTIP: Blast open pathways with bombs.

Similar to the all-time-classic NES cart, Legend of Zelda, RC II offers solid, overhead-view hack 'n' slashing. Starting solo, you scour the countryside in search of rookie adventurers to help you reverse the curse. Meanspirited beasties abound. With good control, you can move and attack straight ahead in four different directions.

Eight team draftees are waiting for you to enlist their services. You can recruit up to three at once. Each character is assigned a quest, and defeating the appropriate boss villain increases their powers. For example, Kyle the Zombie earns a thunder rod, and Lora the fairy takes flight when her wings are healed. You can also collect batches of magical treasures, including Potions, Fairy Tears, Magic Balls, and level-up icons.

PROTIP: Wipe out the Mushroom Forest's bat boss with Pit's long-range throwing swords.

PROTIP: Use yourself, Zold, Kyle, and Lee to complete the game.

You journey through decent looking locales, such as forests, a castle, a tower, and a graveyard. The great auto-mapping system charts your progress, and you can save the game anytime. The screens scroll fluidly. The characters are well-drawn, but round and squat. The music won't make you too weary.

This Curse is blessed with a moderately difficult, multi-character monster romp and no-frills role-playing. Throw down your Game Boy gauntlet for Rolan's Curse II.

Rolan's Curse II by American Sammy

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	3.5	INT. Intermediate

$29.95 — Action/Role-Playing
1 meg — One Player
Available August '92 — Battery backup

Centipede

By Earth Angel

Take a popular arcade and an Atari classic, remove the color graphics, shrink it to Game Boy size, and what have you got? A headache! Your best bet with Centipede is to take two aspirin and call an exterminator in the morning.

Long time gamers and arcade groupies will remember Centipede as a coin-op staple. You use a magic wand to fire at Centipedes and other bugs who wind their way down the screen. If you zap the bugs, they vanish and you score points. If they zap you, you vanish and lose your wand. The object of the game is simple: the higher you score, the better you feel.

PROTIP: The closer you are to a Spider when you shoot it, the more points you score.

With each level you complete, the pesky pests increase their speed. It takes lightning quick reflexes to react quickly enough to nail the bugs and use mushrooms to create avenues of escape and attack.

Although the coin-op game play is basically intact, the Game Boy version of Centipede doesn't have the colorful arcade graphics. Instead, tiny black and white bugs are hard on the eyes and drive you buggy.

PROTIP: Destroy Mushrooms and create an avenue for the Centipedes to slither down. Stand at the bottom and blow them away easily.

On the plus side, Accolade's added enough different play alternatives to make two-player games a lot of fun. You can compete against a fellow pesterminator in alternating or head-to-head play, or team up for competetive extermination.

Overall, fanatic Centipede fans should check out this version. The uninitiated, however, should head for Centipede in the arcades and seek pest free Game Boy pastures.

Centipede by Accolade

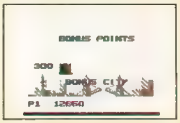
Graphics	Sound	Control	FunFactor	Challenge
2.0	3.0	3.0	2.5	BEG. Beginner

$29.95 — Action
1 meg — Two Player
Available July '92

Missile Command

By Earth Angel

A barrage of missiles rains down upon the world's cities. It's up to you to intercept them and save the world's cities from a holocaust.



PROTIP: You earn a new District with every 10,000 points you score.

Sound familiar? It should, at least if you've ever had your hands on an Atari or dropped a quarter into an arcade machine. Missile Command is yet another classic title that Accolade's converted into Game Boy fare. The good news: this is the best of the trio (the others are Asteroids and Centipede).

Your goal in Missile Command is to survive and score as many points as possible. To accomplish this, you must defend 16 cities against enemy fire that's descending on you from the top of the screen. Each city has six different Districts and two Anti-Missile Silos. Use your Missiles to blowup incoming enemy Missiles, Smart Bombs, and Aircraft before they destroy your city's Districts and Silos. You score points by destroying enemy weapons, and bonus points for the number of Missiles and Districts you have left at the end of a round. There are two rounds per city, 32 rounds in all. You'll keep playing 'til all of your City's Districts are destroyed.

PROTIP: Don't waste your time trying to destroy Missiles that aren't going to hit your Districts or Silos.

Sure this game is simple, but that's what made it so appealing in its former reincarnation. Fortunately, black and white graphics don't effect the quality of the game play in this translation. The graphics are large enough to avoid undue eyestrain! An alternating two-player option makes for explosive head-to-head high score competition. It's reassuring to find out that you can teach an old game new tricks after all!

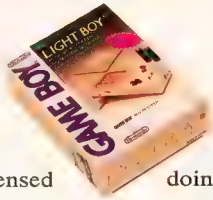
Missile Command by Accolade

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.0	4.0	BEG. Beginner

$24.95 — Action
1 meg — Two Player
Available now

THE WINNER AND STILL CHAMPION

Why fool around with pretenders when you can have the champ? Since 1990, *Light Boy* has punched the lights out of any would-be contender. No wonder. *Light Boy* is the only product licensed by Nintendo that brings light and magnification to the Game Boy, and comes with batteries and replaceable lights. Don't pull your punches when it comes to doing what's best for your Game Boy; there's only one champion, *Light Boy*.



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- 1.5 Magnification
- Batteries Included

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GAME GEAR

PRO REVIEW

By [illegible]

[illegible] on the first [illegible] movie that made "Arnold" a megastar, the Terminator [illegible] Game Gear is perhaps even tougher and more frustrating to defeat than its silver screen counterpart! Be forewarned, the Terminator [illegible] test of your reflexes, [illegible] skills. Just like the movie, [illegible] game is a battle of hu[illegible] machine. Lose to this [illegible] [illegible] of things [illegible]!

"I'll Be Back"

The Terminator ad[illegible] movie's story line. [illegible] soldier from Earth [illegible]. Machines have ta[illegible] eradicate all humans. [illegible] back in time to [illegible] mother-to-[illegible] resistance [illegible] a fear-some cyborg [illegible] wipe Sarah out! [illegible] scrolling [illegible] spective [illegible] movie. You must [illegible] grenades, and [illegible]

PROTIP: [illegible] Hunter-Killers [illegible]

PROTIP: Hunter-Killers [illegible] direction from which [illegible]

PROTIP: [illegible] edge of the screen, and roll them into enemies closer to you.

PROTIP: You're instantly [illegible] Terminator touches you!

You begin at Level One's devastated streets of Los Angeles, 2025 A.D. Dodge [illegible] Hunter-Killers and battle your way into the enemy's underground lab complex. There you fend off waves of Terminators as you search for a machine gun and a time bomb. Set the bomb's timer and jump into the time machine before the whole place blows!

Level Two drops you onto the streets of LA in the year 1984. Sarah's hiding in the Club Technoir dance club. Search for her as you destroy oncoming maniacal [illegible] and fight the police who have an A.P.B. out on you! Level Three takes place within Club Technoir. Locate Sarah before the Terminator does and escape from the [illegible] he gets you!

PROTIP: Every [illegible] hits with your machine gun bumps the Terminator back a step.

PROTIP: [illegible] the Terminator 30 times to [illegible]

In Level Four, you and Sarah are [illegible] local police station. [illegible] escape while avoiding [illegible], cops, and the Terminator. [illegible] at a factory warehouse [illegible] down against the Terminator [illegible] his synthetic flesh. [illegible]

[illegible]

"Hasta la Vista, Baby!"

As previously mentioned, this game is a challenge! You've only got one weapon (you lose the grenades when you find the machine gun) and a health meter of 100 units that's depleted by 5-10% each time you're hit. There are no power-ups, extra health units, additional weapons, OR continues! Fortunately, ammo is unlimited, there's no time limit, and health units restore to 100% when you complete [illegible]

[illegible] digitized graphics [illegible]

The graphics are extremely [illegible] with [illegible] sharp, digitized movie scenes between each level. [illegible] the animation [illegible] smooth and the characters are [illegible] discernible from the detailed backgrounds. [illegible] music and crisp sound effects [illegible] the tension of the game [illegible]. Game play is very smooth, [illegible] to the limited moves and [illegible]. Nonstop action, hot graphics, and [illegible] intense challenge mean terminate the Terminator before he terminates you.

The Terminator by Virgin

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.5	4.5	EXP. Expert

$39.99
2 megs
Available October '92
Action/Adventure
One Player

THE TERMINATOR

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5ANC2

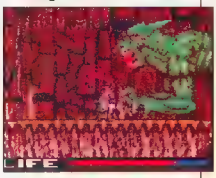
Shadow of the Beast

By Captain Meat Cleaver

Genesis and Amiga players felt the unbridled fury of the Beast in ages past. Now Shadow of the Beast stalks the Lynx, but this creature's still tough to tame.

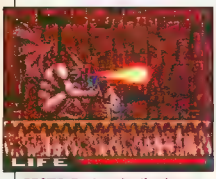
A Beast in the Hand

The Beast Lord abducts an unsuspecting child, then transforms the young victim into a half-human, half-wolf, all-action mutant creation. The newborn were-warrior rebels, and you guide him through a side-view, kick-and-punch extravaganza.



Beast's graphics are a scream.

Shadow of the Beast bursts onto Atari Lynx screens in all its beastly beauty. The graphics are a feast for the eyes, with smooth, near-16-bit quality, scrolling backgrounds and foregrounds. Each visual layer moves at its own speed, producing a slick, warped look. You'll dig the echoing sound effects and music scores.



PROTIP: Duck under the demon statue's flaming breath, then shatter the crystal globe with fast fists. You'll earn a punch power-up essential for the Level 1 boss battle.

While Shadow of the Beast is a great game to look at and listen to, it's only moderately fun to play. The Beast's control can be a burden. His moves are limited, with only two standard attacks and an imprecise run-and-jump. This combined with a full load of outrageous obstacles pushes the challenge needle off the scale.

Beast's action is insanely difficult. You schlep through five outdoor and indoor segments inhabited by a pack of uglies you'd never want in your family photo album. Giant, fire-breathing gargoyles scorch you, spear-chucking lizards skewer you, and beds of spikes impale you, often. Too often, 'cause you only get three continues.

To unlock the maze's secrets, you hunt down key items and weapons. A rocket pack, a laser gun, and a wave beam complement your clawed fist, if you can find them.

PROTIP: Punch the cannon to reverse its aim. You'll dispatch the operator and earn a laser gun.

PROTIP: Approach the ceiling icicles cautiously. Step forward, then back again to trigger their release without taking damage.

The Way of the Beast

Shadow of the Beast requires unshakable patience, precise controller input, and an exact memory of level layouts to clear even the first stage, much less the entire cart. Walk these Shadows only if you think you can get the Beast under control.

Shadow of the Beast by Atari

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	3.0	3.5	Expert

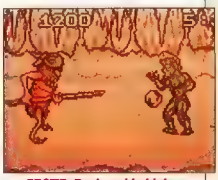
EXP.

$39.99	Action/Adventure
2 megs	One Player
Available August '92	3 Continues

Kung Food

By Captain Meat Cleaver

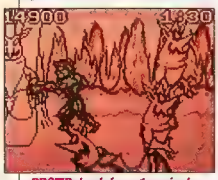
Atari's offbeat, food-fightin' frenzy for the Lynx puts you through a unique beat-em-up obstacle course with run-of-the-mill controls. You must squelch yesterday's living leftovers before they turn you into tonight's midnight snack.



PROTIP: Duck and hold down Button A to rapid kick hordes of avocados.

Feeeeeeed Me!

Video game developer, Odnet, Inc., has created a highly unstable compound, Rynoleum. You snare the toxic substance and store it in your freezer for eventual disposal. However, the compound overheats and transforms you into a three-inch tall, green beastie. To make matters worse, your frozen food comes to life! The mutant munchies plan world domination, starting with your kitchen. Guess it's time for some Kung Food fightin'!

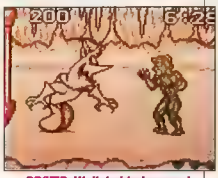


PROTIP: Look for a 1-up just before you face the Ice King. To dethrone the King, stand to his left and use a Button A rapid-fire fist.

To restore your human body and put the food in its place, you slop through five nice-looking, sick-o levels of juicy action. You beat beets, chill out ice demons, karate chop carrots, retire radishes, and defeat other delicacies.

Kung Food slaps it on thick and nasty, but the cart's still a fairly basic beating. Your jab, punch, kick, and jump kick moves don't break any new ground. The control's also a bit weak. It's hard to turn and move your character precisely. The challenge gets extra hot and hairy, and there's a time limit with no continues. You'll need a kick-and-splat black belt to beat Kung Food to a juicy pulp.

PROTIP: Listen for icicles to form in the Freezer level, then leap away.



PROTIP: Walk behind canned foods to find bonus goodies.

The action's predictable, but the graphics are great. You'll like Kung Food's big and bold landscaping. The side-view screen scrolls horizontally and vertically, so you can pulverize the evil edibles in any direction. Mutilate a morsel and it explodes nicely. The sprites are glorified to big screen-filling sizes. The music and sounds, however, are slightly stale.

Eat This

Kung Food delivers a decent dose of smack-'n'-splatter action with all the major food groups. Beat-em-up bullies with time on their hands should chow down on Kung Food.

Kung Food by Atari

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	2.5	3.0	Expert

EXP.

$39.99	Beat-em-up
2 megs	One Player
Available August '92	Time Limit

GET HOOKED!

You've just boarded Hook's ship. Your blood is pumping and a chill races down your spine. You're about to do battle with the most infamous pirate of them all, Captain Hook, the fiend who's kidnapped your children and sworn never to let them go. Suddenly Hook spots you and in one leap is at your throat. But with a quick spin you take flight over the sail and with a single thrust almost pin him to the mast. As Peter Pan, this is the fight of your life. Everything that came before — your duel with Rufio, your dive to the ship wreck, even your battles against the pirates and creatures of Neverland — are nothing compared to this moment. Hook, the video game. Multiple levels of incredible excitement. Fantastic graphics. Available now for NES and GameBoy. Get Hook. Before Hook gets you!

The most infamous pirate of them all

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SWAT PRO

TIPS, TACTICS AND PASSWORDS

Bucky O'Hare (Nintendo)

Level Passwords!

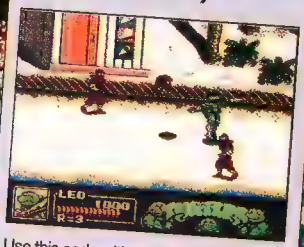
Get hoppin' with these Bucky O'Hare codes.

Deadeye Duck:	67KIJ
Willy:	M7Lak
Blinky:	M7KZ3
Final Stage:	MPW2L
Final Stage II:	MPL65

Brad Cooper, Wichita, KS

Game Genie Code!

Teenage Mutant Ninja Turtles III (Nintendo)



Use this code with the NES Game Genie. Unlimited Turbo Attacks: AAESYXAA

Rolling Thunder 2 (Genesis)

Second Quest Codes!

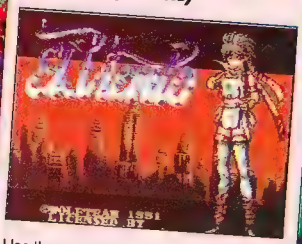
Here are all the passwords for Rolling Thunder 2's second quest. Beat this mission and you'll see a special ending!

Level 1:	RPSG
Level 2:	CRLF
Level 3:	MIBD
Level 4:	PLPN
Level 5:	SFEG
Level 6:	DRMS
Level 7:	LTSP
Level 8:	RMDF
Level 9:	SNBT
Level 10:	CICK
Level 11:	NPDN

Patrick Reinhardt, Stone Mountain, GA

Action Replay Codes!

El Viento (Genesis)



Use these codes with the standard Action Replay cartridge or the Pro Version.

Near Invincibility: 00C47 64A79

Full Strength Flame Weapon: 00940 24A79

Beast Wrestler (Genesis)

Sound Test Mode

To try a Beast Wrestler sound test, first bring up the title screen. Next, **simultaneously press and hold down Buttons A, B, and C, and press Start.** The word "Test" will appear in the screen's lower-left corner. Press Up or Down to change the sounds and press A to select them. Press B to exit the screen.

Vince Paparelli, Howell, MI

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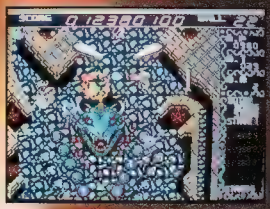

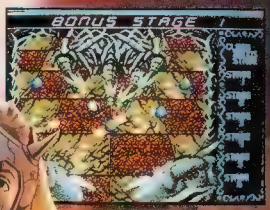

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SWAT PRO

TIPS·TACTICS·SECRETS

John Madden Football (Super NES)

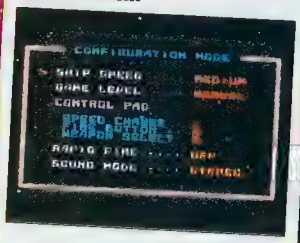
Final Game!

Skip to John Madden's last round with this code: BBBB5nZ5C

Luis Marrero, Carolina, Puerto

Thunder Spirits (Super NES)

Option Screen!

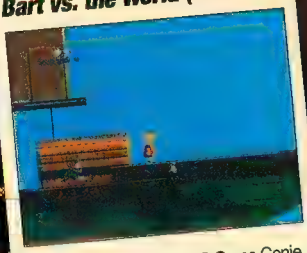


When the title screen appears, hold down Select and press Start. Now you can use the Configuration Mode to select the game's difficulty and more!

Harold Littlefield, Madison, WI

Game Genie Code!

Bart vs. the World (Nintendo)



Use this code with the NES Game Genie.

Invincibility: ZOXVGLIE

Stefan Hodgden, Kansas City, MO

Beast Wrestler (Genesis)

Passwords!

Type in these Beastly passwords to play in any match-up.

Beginner Rank

Match #2: MONSTER-RQYQYQMQQQFAQQK

Match #3: MONSTER-RQYQYQMQQQVAQSA

Match #4: MONSTER-RAAQYQMWQIGAQSU

Match #5: MONSTER-RAAQYQMWQIGAQCU

Match #6: MONSTER-RAAAWQMWQPBAQEF

World Rank

Match #1: MONSTERAAAWQMWQ-PYAQKA

Match #2: MONSTERRAAAWADRDI-HZQEF

Match #3: MONSTER-RAAAWADRDINZQTN

Match #4: MONSTERRZXAWADRDI-UZQRM

Match #5: MONSTERRZXAJADRDI-JXQHI

Match #6: MONSTERRZXZXADRFD-MXQBK

Match #8: MONSTERRZXZXA-JRTWKXQVX

Match #9: MONSTERRZXZXAJRT-WOXQIH

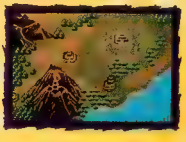
Allen Maxwell, Colorado Springs, CO

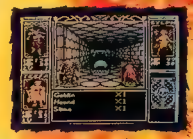
ARCANA™

The future of the kingdom is in the cards . . . and in your hands . . .

Somewhere in the temple of Balnia a passageway to the other side has been opened. Vile creatures of all kinds have been recruited by the corrupt magician Galneon to help him reincarnate the wicked Queen Rimsala. The Region of Evil seems assured. Only one brave warrior stands in his way. Last of the mystical Cardmaster sect, the untrained Rooks must use what little he knows of the ancient art to thwart the conspiracy and restore his tiny kingdom of Elemen to its previous glory. Only Rooks holds the key that will unravel Galneon's plan.

arcana \ är - 'kā - nə\ [L, fr. neut. of *arcanas* secret, fr. *arcere* to enclose, defend]. 1. Mysterious knowledge known only to a select few. 2. Ancient rites and spiritual powers understood only by initiates. 3. The secrets of the Cardmasters, now fast disappearing. 4. The exciting new RPG from HAL America.





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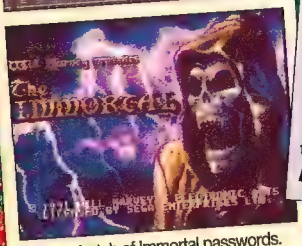
SWAT PRO

TIPS, TACTICS AND TRICKS

The Immortal (Genesis)

Passwords!



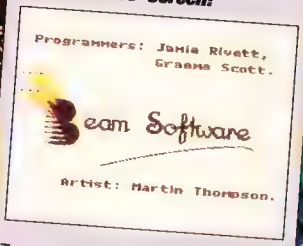
Here's a batch of Immortal passwords. Try them all!

Level 2:	AA9E510006F70
Level 3:	F47EF21000E10
Level 4:	B5FFF31001EB0
Level 5:	B57F943000EB0
Level 6:	C65FF53010B41
Level 7:	C250F63010AC1
Level 8:	E011F730178C1

Andrew Nolan, Albany, NY

Super Smash T.V. (Super NES)

Programmers' Screen!



To catch a glimpse of the folks who programmed this great game, use the following code. **Bring up the Acclaim logo and hold down Buttons L and R.** When the quill appears, **also hold down Button B.**

Lou Lowe, Timber Cove, CA

Joe & Mac (Super NES)

Easy Exit and Unlimited Lives!

To leave a level you've already completed, simply pause the game and press Select. That's it! You're outta there!

Use this trick to grab unlimited 1-ups! For example, fall into the pit in the next-to-last area on the first map. In mid-flight, snag the extra life, then pause and exit. Return to the pit, grab the 1-up again, and repeat the process 'til you max out your lives! You can also use this trick to easily refill your energy.

Eric Stephen Rich, McMinnville, TX

The Addams Family (TurboGrafx-CD)

Invincibility!

Use this trick to become invincible in The Addams Family. First, enter the Train Room with one heart remaining and wait for the train to move from left to right. Now jump into the smoke.

You'll lose a life, but become invincible! If by accident you become trapped in the floor, reset your game and try again until the trick works. Don't grab any hearts once you become invincible or you'll lose invincibility.

Joseph Brewer, Springfield, IL

Call Today!

J.D. Roth's Celebrity Game Tips

Hollywood's hottest stars love video games too! J.D. scouts out the top talent and talks them out of their favorite tips and tactics.

Super Summer SNES Giveaway! A New Winner Every Week!

Reader Game Tips Bulletin Board

Now you can leave or pick up gaming tips and tactics from some of the best gamers around — other GamePro readers!

J.D.'s Celebrity Mailbox

Get on the phone to the host of GamePro's TV show and tell him what you want to see on the next episode!

ProNews

Get on the horn for all the latest news from the video game world as only the GamePro's can bring it to you! As soon as we find out about it, you will!

16-Bit Tip of the Week

Genesis, TurboGrafx-16 and the Super NES. Each week we'll take the best 16-bit hint that we find and send it your way!

Hot Tips Bulletin Board

Our Hot Tips Bulletin Board is updated weekly with the newest hints and strategies for Nintendo, Super Nintendo, Sega Genesis, and Handheld game systems.

1-900-PRO-TIPS

GamePro's Hot Tips Hotline!

Enter Our Super Summer SNES Giveaway!

We're giving away one Super Nintendo System a week from July 1 thru August 30th in the Hot Tips Hotline Summer SNES Giveaway! And every 100th caller to the Hotline will receive a special edition poster.

You are automatically entered in the contest each time you call the Hot Tips Hotline. Or, print your name, address, age and phone number on a 3 X 5 card and send it to:

GamePro's Summer SNES Giveaway,
P.O. Box 3329, Redwood City, CA 94064.

Rules

Winners are selected on a random basis. Winners who enter by phone will be instructed on how to claim their prize by mail. Winning mail-in entries will be notified by GamePro. Chances of winning are determined by total number of valid entries received. Contest ends August 30, 1992. Only valid in the U.S.A. Void where prohibited. GamePro reserves the right to cancel this contest at any time with appropriate notice. Winners names and prize information may be used by GamePro for promotional or advertising purposes without further compensation.

Win a SNES!

Win This Hot Poster!

Calls average three minutes in length and cost $1.29 per minute.

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

SWAT PRO

TIPS, TACTICS, PASSWORDS, SECRET WEAPONS AND MORE

Ax Battler (Game Gear)

Password Collection!

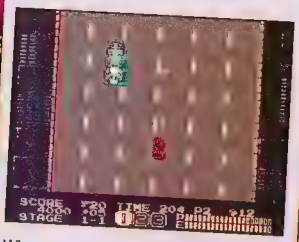
Use these passwords to jump to any level in Ax Battler.

Turtle Village:	BNLK-LPAG-HMGH-NOGO
Sand Marrow:	AOEC-DLCD-PNFP-FBPF
Sand Marrow II:	PKIL-MPGO-AHDH-KHCJ
Brookhill:	CPGG-CIAK-AEFF-OPKO
North Valley:	MBBM-KFDK-HJBK-KKJE
Ice Cliffs:	FJGO-LMHJ-LJGG-OOPC

Russell Chen, Atlanta, GA

Vice: Project Doom (Nintendo)

Stage Select!



When the American Sammy logo appears, hold down A on Controller One and press Reset. While still holding down A on Controller One, press A on Controller Two when the American Sammy logo reappears.

Now press Up and Down on Controller One to pick a stage. Push A to begin your game!

Brandon Kaufman, Portland, OR

Contra III: The Alien Wars (Super NES)

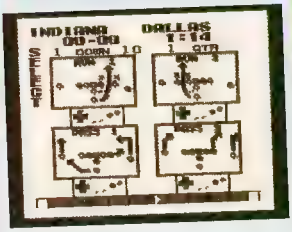
Code Correction

Last issue we listed an incorrect 30 lives plus stage select trick for Contra III. We tested the code on a prototype copy of the game, but the trick was disabled in the final boxed version. We apologize for this oversight. As soon as a new working code arrives in our offices (hint, hint), we'll publish the updated information!

(GamePro, July '92, p. 98)

Tecmo Bowl (Game Boy)

Instant Interception!

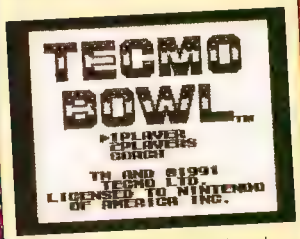


If you're fortunate enough to play as Chicago against Dallas, here's a defensive tip you'll love. **Choose Run 1 as your defensive strategy. Then select player Todd Bell** and apply tight coverage. If Dallas passes, you're almost guaranteed to intercept the ball!

Branden Dashiell, Winnetka, IL

Tecmo Bowl (Game Boy)

Final Password



Play in the Tecmo Bowl with this code. Los Angeles vs. Miami: **94BFFDAI**

Branden Dashiell, Winnetka, IL

Do You Have a Secret Weapon?

If you do, submit it to GamePro. Our Pros will review it. If we publish it, we'll send you a free GAMEPRO Super Shirt! Send your best tips and secrets to:

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WIN! The Ultimate Gaming Rig!!

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You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play any 16-bit game in the world with this line-up. Neo Geo Gold, Super NES, Sega Genesis and TurboGrafx-16. Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, $1,000 in games, cash, accessories and more!

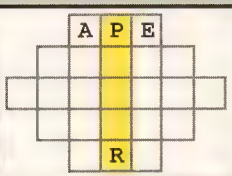
Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and Hi-Fi VCR. This rig will blow you away (literally!)!! You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the middle. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.50 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the prizes.

Mystery Word Grid



WORD LIST

QUEST	SUM	DREAM	HAT	WINGS
ONE	TURBO	GET	STORM	ART
INVADER	THUNDER	MUTANTS	CRAWLER	INDIANA
NINJA	FOR	CHASE	ASK	TOWER
FIT	MICRO	APE	RANGE	ACE

MYSTERY WORD CLUE: World rulers have it, it comes out of an outlet and in this contest you have it!

Yes!

ENTER ME TODAY, HERE'S MY ENTREE FEE:

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- ☐ ($3.00) Media Rig Contest
- ☐ ($5.00) SPECIAL! Enter Both (SAVE $1.00)

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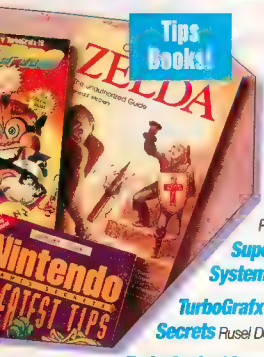

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GENESIS

GAME BUSTERS

By Abby Normal

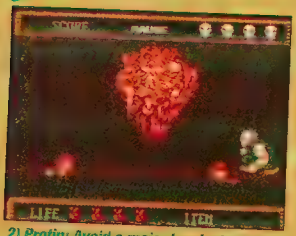
Rick's back in the Splatterhouse saddle again. Luckily, he's just a few dozen blood gushing punches away from freeing his beloved Jennifer from the clutches of evil. Victory won't come easy, though! The last stage's big blob of a brute moves fast and his temper's short. If you can keep your foot work fancy and your fists flying furiously, you'll be on the road to victory in no time.

3) When he transforms into this bat creature, you're just a few punches away from victory.

4) Burnin' down the house.

1) PROTIP: Your best hope to avoid this barrage of red hot doggies is to position yourself as close to his face as possible and rapid punch like there's no tomorrow!

Splatterhouse 2



2) Protip: Avoid a major headache. When this bloody beauty exits, move away from the center of the screen. He always drops down there.

5) Rick and Jennifer together again...or so we think!

6) Old demons die hard.

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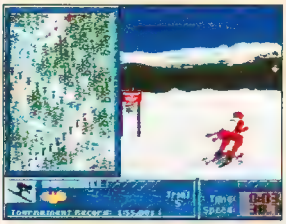
TEAM GAMEPRO PAGE

Clark Smith of San Jose, CA, gives us a summer issue mini-review on a cool wintery game – Winter Challenge from Accolade for the Genesis.

Chill Out!

Accolade's Winter Challenge for the Sega Genesis is one of the most unusual games to hit the shelves. For example, the excitement of skiing downhill is almost as good as the real thing! Choppy visuals are very effec-



tive in creating a sense of movement. In fact, you'll probably find yourself bobbing left and right as you try to avoid crashing into ski course flags.

One aspect of Winter Challenge did, however, leave me a bit cold. You never get to see the competition perform. Half the fun of a competitive event is watching, waiting, and hoping that your opponents will make that one tiny, time- costing mistake.

Regardless of this neglected detail, Winter Challenge is a fine addition to the Genesis library. It remains an enjoyable challenge long after the Olympic torch dies down.

Clark Smith, San Jose, CA

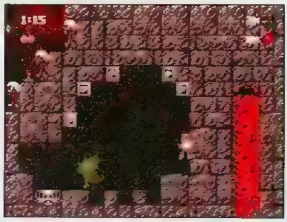
Team GamePro's Current Top Ten Hottest Game Choices Are...

1. Genesis: Sonic The Hedgehog
2. Tie – Genesis: John Madden Football and NHL Hockey, SNES: Super Mario World
3. SNES: Final Fantasy II
4. SNES: Smash T.V.
5. SNES: Pilotwings
6. Tie – NES: Battletoads, Genesis: Phantasy Star III
7. Tie – SNES: F-Zero and ActRaiser
8. SNES: Super Castlevania
9. Tie – SNES: Super Ghouls 'n Ghosts, NES: Final Fantasy
10. Tie – Genesis: Gaiares and Shining in the Dark, SNES: Joe and Mac, NES: Mega Man IV

Team member *Jay Graham* of Pennsacken, NJ, shares some excellent advice on Kid Chameleon from Sega for the Genesis.

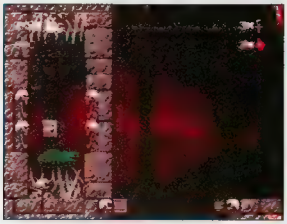
Under Skull Mountain I

Look for a secret passage in the wall just past the third slope.

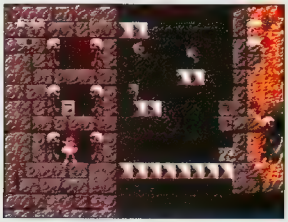


Under Skull Mountain II

When you reach the fourth set of platforms, don't keep descending into the chamber. Instead, jump through the wall on the left and you'll enter a secret



room. Inside, jump to reveal three power-up blocks. Change to the Kid and fall to another secret room below.



Here you can turn into the Micromax and soar through the level.

Dragonspike

When you encounter a large section of disappearing/reappearing blocks, make a long jump towards the right. If you do this correctly, you'll land on a platform with a 1-up on it

Jay Graham, Pennsacken, NJ

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PRO Report NEWS

Price Wars Rage On

The battle for 16-bit and handheld supremacy overheated at the Summer CES. **Nintendo**, **Sega**, and **Turbo Technologies** all announced new price cuts for their systems, which is good news for hardware shoppers this holiday season. Here's the rundown:

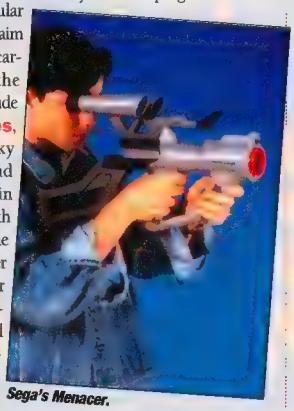
Nintendo of America lowered the SNES to $149.95 (includes a system, Super Mario World, two controllers, and a stereo cable). For $99.95, you can get just the Control Set (includes the system and one controller).

You can also snag a Genesis system and one controller for $99.99 and the Game Gear unit for the same price.

Turbo Technologies announced a price of $69.99 for the TurboGrafx-16 sans software, and $99.99 for the TG-16 with Bonk's Revenge and Keith Courage packed-in.

A Menacing Development

What has three modular components, seven different configurations, and six games? The **Menacer**, of course. **Sega's** answer to Nintendo's Super Scope makes you a gun-for-hire, complete with a laser targeting device, an Accu-Sight cursor, and a nifty Binocular Module. Via infared, take aim at the six-games-in-one cartridge packaged with the Menacer unit. Games include **Ready, Aim, Tomatoes**, which stars Sega's wacky space goons ToeJam and Earl. Other software is in development for play with the Menacer, including the **Terminator**. The Menacer is available this fall for $59.99. We'll have a complete review of the unit and the software in an upcoming issue.



Sega's Menacer.

Eeek, It's a Mouse!

Get ready to point and click. **Nintendo of America** is introducing a mouse for the Super Nintendo system. Designed to function like a regular computer mouse, the device is intended for use with several new Super Nintendo cartridges, including **Mario Paint** by Nintendo of America and **Might and Magic III** by **American Sammy**. No doubt we can expect even more SNES innovation to go with the $59.95 **Nintendo Mouse** that hits the shelves in October, and comes bundled with Mario Paint and a super cool mouse pad.

Camerica Works Game Genie

The much anticipated **Aladdin** is **Camerica's** answer to high-priced, 8-bit software. For $49.95, players purchase the Aladdin base unit, which contains an enhanced graphics SuperChip and a battery back-up game saver. Aladdin game carts will not contain a graphics chip, a battery, or backup RAM, so gamers will be able to buy these "miniaturized" games for $19.50. The Aladdin and eight compatible Camerica carts will arrive in select retail outlets this December. Camerica also confirmed that they are negotiating with major software publishers to make a wider selection of games available for the Aladdin.

Camerica's Aladdin.

Following hot on the heels of its NES and Genesis big brothers, the **Game Boy Game Genie** will launch in January for approximately $45. To be marketed in the U.S. by **Galoob**, the compact unit sports a code on/off switch, an LCD indicator light, a 100-game code book, and a three-wish code screen. Camerica also plans to unveil a new-and-improved NES Game Genie later this year.

The Game Boy Game Genie.

Compact Discs: The Circle Game

Due in October or November is the **Sega CD** (officially dubbed the "Sega CD Multimedia Entertainment System"). The unit's suggested retail price is $299, and it will come bundled with $400 worth of video game and music CDs. Sega unveiled a list of software companies planning to support the CD including: **Bignet**, **Flying Edge**, **JVC**, **Renovation**, **Sierra On-Line**, **Sony Imagesoft**, **Spectrum Holobyte**, **Tengen**, and **Virgin**. For a list of Sega CD games, see this issue's Sega CD Software Special Feature on page 44.

Due in October AND November is the **TurboDuo** by **Turbo Technologies Inc.** (TTI). This all-in-one unit features TTI's Super CD (see "Putting the Spin on CD Game Systems," GamePro, July '92). Gamers in the Los Angeles metro area will have first crack at the system in October. The TurboDuo will then go on sale around the rest of the U. S. in November. The price will be $299, which pays for the CD player, two CDs that hold six games and $250 worth of game coupons.

Nintendo's Super NES CD continues to lurk in the shadows. However, Nintendo is standing by its January '93 release date. According to Nintendo, it has CD games in development. However, it appears that third party licensees haven't received CD development systems, yet. According to **Virgin Games**, Nintendo will publish **The 7th Guest**. It's a haunted house mystery CD for the SNES compact disc system. (See The Cutting Edge, GamePro, July '92).

continued on p. 104.

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Dear GamePros:
We saw more at the summer Consumer Electronics Show than we can possibly tell you about on these pages. Here's a peek at some of the best of the 16-bit software that caught our eye. Look for more on these and other new titles in upcoming GamePro issues.

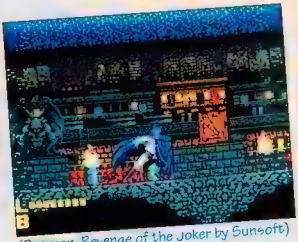
Genesis

(Sonic The Hedgehog 2 by Sega) Will he or won't he? Only Sega knows for sure if Sonic's gonna' have a foxy buddy. But he's on his way, speedier than ever.

(Chester Cheetah by Kaneko) Chester Cheetah's a cool dude in a loose mood now that he's making the Genesis scene.

(Captain America and the Avengers by Data East) Gather 'round superhero wannabees! Captain America and his fellow Avengers are taking the Genesis by storm.

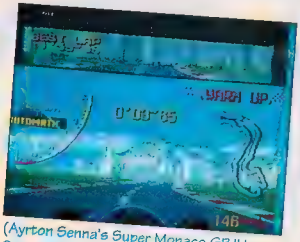
(Streets of Rage 2 by Sega) Blaze and her guys are back with bigger muscles and sprites in an all-new Genesis sequel.



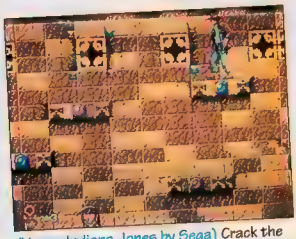
(Batman: Revenge of the Joker by Sunsoft) Batman's back and that's no joke. This time in a Genesis title based on the comic book version of the Dark Knight's story.

(Superman by Sunsoft) The man of steel's soaring to Genesis and Super Nintendo systems everywhere.

(Batman Returns by Sega) The Caped Crusader's back for every system known to video-game-kind. Here's a peek at the Genesis game based on this summer's movie.



(Ayrton Senna's Super Monaco GP II by Sega) Take the wheel in this asphalt-scorching racing sequel.



(Young Indiana Jones by Sega) Crack the whip and get Young Indy moving in this Genesis action/adventure game based on the T.V. series of the same name.

continued on p. 106.

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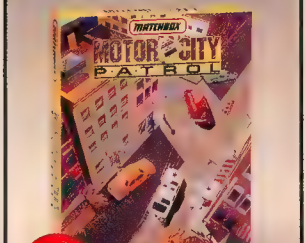

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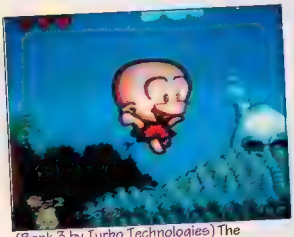
CES action at the GamePro booth!

(Loom by Turbo Technologies) There's not a lot of dodging, but there's quite a bit of weaving in this Turbo-CD.

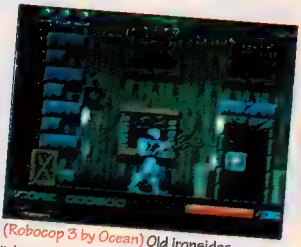
Sega CD

(Monkey Island by Sierra) The PC classic is set for a spin on the Sega CD. This is one primate you'll want on your back.



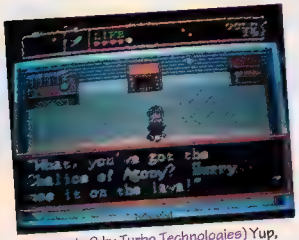
(Bonk 3 by Turbo Technologies) The Bonkmeister's back to bust some...er...well, to butt heads with King Drool one more time.

Super Nintendo



(Robocop 3 by Ocean) Old ironsides returns to action in a game based on this summer's flick.

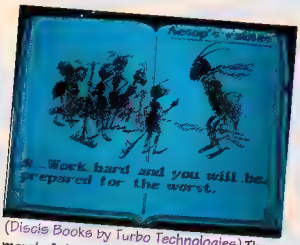
TurboGrafx-16



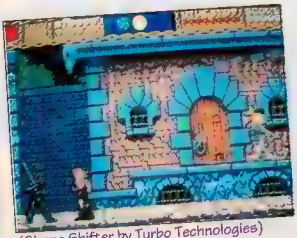
(Neutopia 2 by Turbo Technologies) Yup, Neutopia's back. What more can we say?

(SimEarth by Turbo Technologies) Go forth and multiply. You play the supreme being and attempt to create the perfect planet.

(Shadowrun by Data East) Stalk Shadowrun to learn the ways of futuristic cyber-punks in a post-nuclear, role-play adventure.



(Discis Books by Turbo Technologies) The moral of this game is to turn Aesop's Fables into a Turbo-CD.



(Shape Shifter by Turbo Technologies) Change forms faster than you can say TurboGrafx-CD in this action/adventure with a beastly twist.

(Cool World by Ocean) Holly would if she could on the movie screen and now the Super NES.

continued on p. 108.

WHAT IS YOUR VIDEO I.Q.?

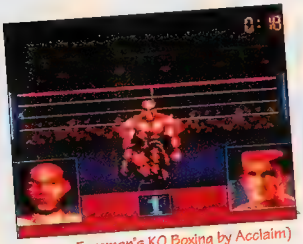
What is your Video Game I.Q.? Tackle the following 100 mind-wrenching video game trivia questions and see how you measure up against the GamePro Video Game I.Q. Evaluator!

1. In **A BOY AND HIS BLOB**, what color jellybean do you need to feed the Blob if you want to change him into a trampoline?
2. What is **SIMON BELMONT's** favorite type of weapon?
3. Who keeps **SHADOW DANCER** company?
4. What is the name of **MARIO's** brother?
5. What is the name of the woman warrior in **GOLDEN AXE**?
6. What are the names of the three **BATTLETOADS**?
7. What is the name of Bonk's archvillain in **BONK'S ADVENTURE?**
8. What is the name of the hero in **GHOULS 'N GHOSTS**?
9. What are the names of the four **TEENAGE MUTANT NINJA TURTLES**?
10. What is the name of the Indian brave in **WHOMP 'EM**?
11. What color are **BART SIMPSON's** shorts?
12. How many shadow-warriors can you obtain in NEC's **NINJA SPIRIT**?
13. Who is **MEGA MAN's** arch enemy?
14. What is the name of the witch in **MICKEY MOUSE: CASTLE OF ILLUSION**?
15. What is **MARIO's** favorite food that he throws in the dirt?
16. What kind of hat does **DICK TRACY** wear?
17. Who are the **RESCUE RANGERS**?
18. What country does **STRIDER's** mission take place in?
19. Who is the **TEENAGE MUTANT NINJA TURTLE's** archvillain?
20. In **DRAGON WARRIOR I,** you are the heir of whom?
21. Who is the former bow-tied Nintendo Game Master that now works at Lucasfilm?
22. Who are the eight robot super villains in **MEGA MAN 2**?
23. What's the name of the son of Dr. Fred and Nurse Edna in **MANIAC MANSION**?
24. In **ROBOCOP**, who is your final showdown with?
25. Approximately how many rooms are there in **SOLSTICE**?
26. What is the name of your character in **STRIDER** for the NES?
27. What does **M.U.S.H.A.** stand for?
28. What are the names of the heroes of **CONTRA**?
29. Who is the main villain of **DRAGON SPIRIT**?
30. On what continent does **CODENAME: VIPER** take place?
31. Who are the two **DOUBLE DRAGONS**?
32. Who is the boss of the first level of **ALTERED BEAST** and what does he throw at you?
33. How many pieces does it take to assemble a **HEAVY BARREL** unit?
34. What is the name of the artificial brain that you must destroy in **SILKWORM**?
35. **SNAKE's REVENGE** is the sequel to what game?
36. How many different levels are there in TurboGrafx-16's **PAC-LAND**?
37. What is **GOLGO 13's** real name?
38. How do you turn Michael Jackson into a robot in **MOONWALKER**?
39. Who does Godzilla and Mothra battle in **GODZILLA**?
40. Up to how many people can play simutaneously through the NES Satellite?
41. What is the name of the hero of **ADVENTURE ISLAND**?
42. What type of spaceship do you fly in **R-TYPE**?
43. What is **SHINOBI's** real name?
44. What is the Japanese equivalent of the Genesis system?
45. What company makes **JOHN MADDEN FOOTBALL**?
46. How many AA batteries does the TurboExpress take?
47. Who is the bald-headed villain in **SPIDERMAN**?
48. On what game system are you able to play **ALIEN STORM**?
49. What is the name of the bear in **TALESPIN**?
50. What is Chip's last name in **CHIP'S CHALLENGE**?
51. How many rings does **SONIC** need in order to take a hit without harm?
52. How many players can Comlynx together on **TODD'S ADVENTURES ON SLIME WORLD**?
53. What is the name of the female ghost in **MS. PACMAN**?
54. What is the main villain in **CONTRA** and **SUPER C**?
55. How many levels are there in **RAMBO III**?
56. In what setting does the game **SHOVE IT** take place?
57. What popular pasttime is **ARCH RIVALS** a variation of?
58. What is the name of the main boss at the end of **ARKANOID**?
59. What kind of animal is the main character in **MAPPY LAND**?
60. What is the full name of the hockey masked villain in **FRIDAY THE 13th**?
61. What are the four main characters in **GAUNTLET**?
62. What is the maximum number of tiles that your controller can hold in **KLAX**?
63. What kind of animal is the main character in **KICKLE CUBICLE**?

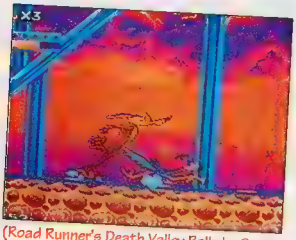
Continued on Page 111.

CES REPORT SUMMER 92

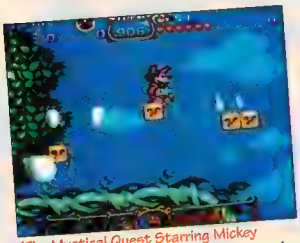
(Super Mario Kart by Nintendo) Mario, Luigi, and the whole gang rev it up in two-player, split-screen, racing action with cool Mode 7 graphics.



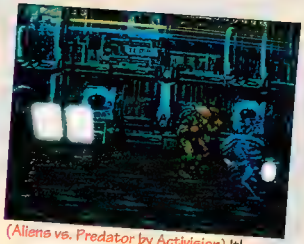
(George Foreman's KO Boxing by Acclaim) When he's not chowing down Doritos, Big George likes to step into the SNES ring to floor his opponents.



(Road Runner's Death Valley Rally by Sunsoft) Beep, beep! Road Runner has to evade the clutches of Wile E. Coyote in this action cart starring the speedy duo.



(The Mystical Quest Starring Mickey Mouse by Capcom) Oh boy! Mickey's ready for his first SNES foray in a gorgeous action/adventure quest.



(Aliens vs. Predator by Activision) It's goo vs. gore as this dynamic duo squares off on the Super NES.

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Your Hardware...

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(Mario Paint by Nintendo) Mario makes like Van Gogh, and so can you with a little help from the new Nintendo Mouse.

(Wing Commander by Mindscape) Make space a safe place for the Super NES.

(Battleclash by Nintendo) Take aim in this one-on-one cyberbattle for use with the Super Scope.

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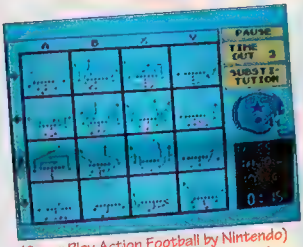

(Super Play Action Football by Nintendo) Two-players hit the SNES gridiron with real NFL teams and dozens of offensive and defensive plays.

BLOCKBUSTER VIDEO

Top 10 Video Game Rentals

Nintendo NES

1. Yoshi
2. Teenage Mutant Ninja Turtles III - The Manhattan Project
3. Tecmo Super Bowl
4. Baseball Stars II
5. Tiny Toon Adventures
6. Darkwing Duck
7. Natris
8. Ferrari Grand Prix Challenge
9. Gold Medal Challenge '92
10. Paperboy 2

Super Nintendo

1. Legend of Zelda - Link to the Past
2. Contra III - The Alien Wars
3. Super Adventure Island
4. John Madden Football
5. Krusty's Super Fun House
6. Super Battletank - War in the Gulf
7. Super WWF Wrestling
8. Thunder Spirits
9. Space Football
10. Super Off Road

Sega Genesis

1. Bulls vs. Lakers & The NBA Play-Offs
2. The Simpsons: Bart vs. The Space Mutants
3. David Robinson's Supreme Court
4. Sports Talk Baseball
5. Splatterhouse 2
6. Krusty's Super Fun House
7. Arch Rivals
8. John Madden Football '92
9. Ferrari Grand Prix Challenge
10. Joe Montana II - Sports Talk Football

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Continued from Page 107.

64. What kind of vehicle do you control in **JACKAL**?
65. What is the maximum points you can score by hitting the spider in **MILLIPEDE**?
66. What does Olive Oyl throw to **POPEYE** that he must pick up?
67. What is the name of your fighter in **PUNCH-OUT**?
68. What percentage of the board must you complete before you can advance in **QIX**?
69. What is the name of the deadly chemical in **ROBOCOP 2**?
70. What kind of sports car do our heroes drive in **NARC**?
71. What is the **SILVER SURFER's** real name?
72. In what kind of setting does the game **SPELUNKER** take place?
73. What company makes **STAR VOYAGER**?
74. What company makes **SUPER SPRINT**?
75. What is the name of the clan of evil purple ninjas in **TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME**?
76. How many horizontal rows make up a **TETRIS**?
77. Why must **THE THREE STOOGES** make money in their game?
78. What is your main weapon in **TOOBIN'**?
79. What is unique about the baseball players in **BASE WARS**?
80. What is the name of the **X-MEN** superhero who shoot lasers from his eyes?
81. What color is **ELECTROCOP's** uniform?
82. What is the name of the wizard you are trying to find in **THE IMMORTAL**?
83. What is the Blob's full name in **A BOY AND HIS BLOB**?
84. What other animals can **PSYCHO FOX** turn into?
85. What are the four martial arts you learn in **BUDOKAN**?
86. What is the name of the main villain in **GOLDEN AXE**?
87. What is the name of the goddess that Apollo must rescue in **PHELIOS**?
88. What is the name of Bonk's true love in **BONK's ADVENTURE**?
89. What is the name of the gargoyle hero in **GARGOYLE's QUEST**?
90. What company makes **LASER INVASION**?
91. Up to how many players can simultaneously play **BOMBERMAN** for the TurboGrafx-16?
92. How many buttons are there on the Super Nintendo's controller?
93. What are the five parts of Dracula that you must collect in **CASTLEVANIA II**?
94. What is the name of the hero in **DRAGON'S LAIR**?
95. What is the name of the evil gang lord in **RIVER CITY RANSOM**?
96. What happens to your character if the evil magician hits you with his spell in **GHOULS 'N GHOSTS**?
97. What is Freddy's last name in **NIGHTMARE ON ELM STREET**?
98. Who does Michael Jackson take on at the end of **MOONWALKER**?
99. Who is the ancestor of Simon Belmont in **CASTLEVANIA III**?
100. What company makes the NEO GEO game system?

GamePro Video Game I.Q. Evaluator

Number of correct answers	Rank
90-100	Vidiot Emeritus
75-89	Semi-Vidiot
50-74	Pseusdo Vidiot
30-50	Vidiot in training
Under 30	Stop reading this and start playing some video games!

Save this trivia quiz and test your friends! See how they score against you!

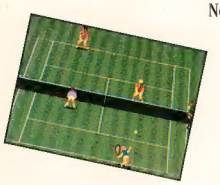
Trivia Answers

1) Tangerine
2) A whip
3) His dog
4) Luigi
5) Tyrus-Flare
6) Zitz, Rash, Pimple
7) King Drool
8) Sir Arthur
9) Leonardo, Raphael, Donatello, Michaelangelo
10) Soaring Eagle
11) Blue
12) Three
13) Dr. Wiley
14) Mizrabel
15) Mushrooms
16) Fedora
17) Chip and Dale
18) Russia
19) Shredder
20) Erdrick
21) Howard Phillips
22) Bubble Man, Air Man, Quick Man, Wood Man, Crash Man, Flash Man, Metal Man, Heat Man
23) Weird Ed
24) ED 209
25) Just over 205
26) Hiryu
27) Metallic Uniframe Super Hybrid Armor
28) Mad Dog and Scorpion
29) Zowel
30) South America
31) Billy and Jimmy
32) Aggar throws clones of his head
33) Six
34) MHC2
35) Metal Gear
36) 32
37) Duke Togo
38) Catch and comet
39) Invaders from Planet X
40) Four
41) Master Higgins
42) A Nectarian battle cruiser
43) Joe Musashi
44) The Mega Drive
45) Electronic Arts
46) Six
47) The Kingpin
48) Genesis
49) Baloo
50) McCallahan
51) One
52) Eight
53) Sue
54) Red Falcon
55) Five
56) A Warehouse
57) Basketball
58) Doh
59) A mouse
60) Jason Voorhees
61) Barbarian, Valkyrie, Elf, Wizard
62) Five
63) A penguin
64) A jeep
65) 900 points
66) Hearts
67) Little Mac
68) 75%
69) Nuke
70) A red Porsche 911
71) Norin Radd
72) Caves
73) Acclaim
74) Tengen
75) The Foot Clan
76) Four
77) To save an orphanage
78) Soda cans
79) They are all robots
80) Cyclops
81) Blue
82) Mordamir
83) Blobert
84) A Hippo, Tiger, and Monkey
85) Karate, Kendo, Bo and Nunchaku
86) Black Adder
87) Artemis
88) Princess Za
89) Firebrand
90) Konami
91) Five
92) Six
93) Eyeball, Nail, Heart, Ring, Rib
94) Dirk the Daring
95) Slick
96) You turn into a duck
97) Krueger
98) Mr. Big
99) Trevor Belmont
100) SNK

Jennifer Capriati Tennis and Genesis. A Great Match.

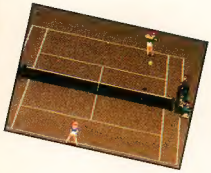
Jennifer Capriati

Jennifer Capriati is one of the brightest prospects in professional tennis today. Her combination of power, stamina and intelligence the past two years has taken her a long way in many top world tournaments. This year holds even more opportunities for Jennifer, and she's only 16!



Now she has teamed up with Renovation for the first tennis video game for the Sega Genesis system. All the realism of professional tennis is here, from the overhead smash to an ace serve. Play as Jennifer in exhibition singles and doubles matches or take her to the top in the circuit tournaments. You can even risk trying to beat Jennifer with a choice of up to 24 different players, or 8 you can create yourself.

What a great match: Jennifer Capriati, Sega Genesis and Renovation Products. See you at Courtside!



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